



(12) **United States Patent**
Nguyen et al.

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(54) **DISTRIBUTED GAME SERVICES**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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A63F 13/355 (2014.01)
(Continued)

(52) **U.S. Cl.**
CPC **A63F 13/355** (2014.09); **A63F 13/12** (2013.01); **A63F 13/34** (2014.09); **G07F 17/32** (2013.01);
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CPC . G07F 17/32; G07F 17/3223; G07F 17/3225; G07F 17/3239; G07F 17/3202; G07F 17/3234; A63F 13/12
USPC 463/40-42
See application file for complete search history.

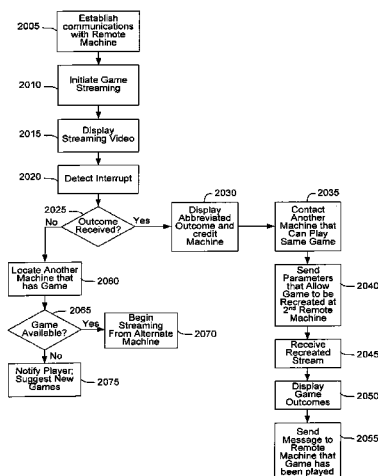
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(57) **ABSTRACT**

A local gaming machine is in communication with a remote gaming machine over a data network. The local gaming machine may include a storage medium. The local gaming machine may further include an interface for communicating with the remote gaming machine over a network. The local gaming machine may include a controller. The controller is configured to establish communications between the gaming machine and the remote gaming machine through the interface. The controller is further configured to initiate a game streaming session with the remote gaming machine in which output data from an instance of a game application is initiated from the remote gaming machine to the gaming machine. The controller is configured to detect an interrupt in the game streaming session. The controller is further configured to, after the interrupt is detected, determine whether the outcome of the instance of the game application has been received.

17 Claims, 22 Drawing Sheets



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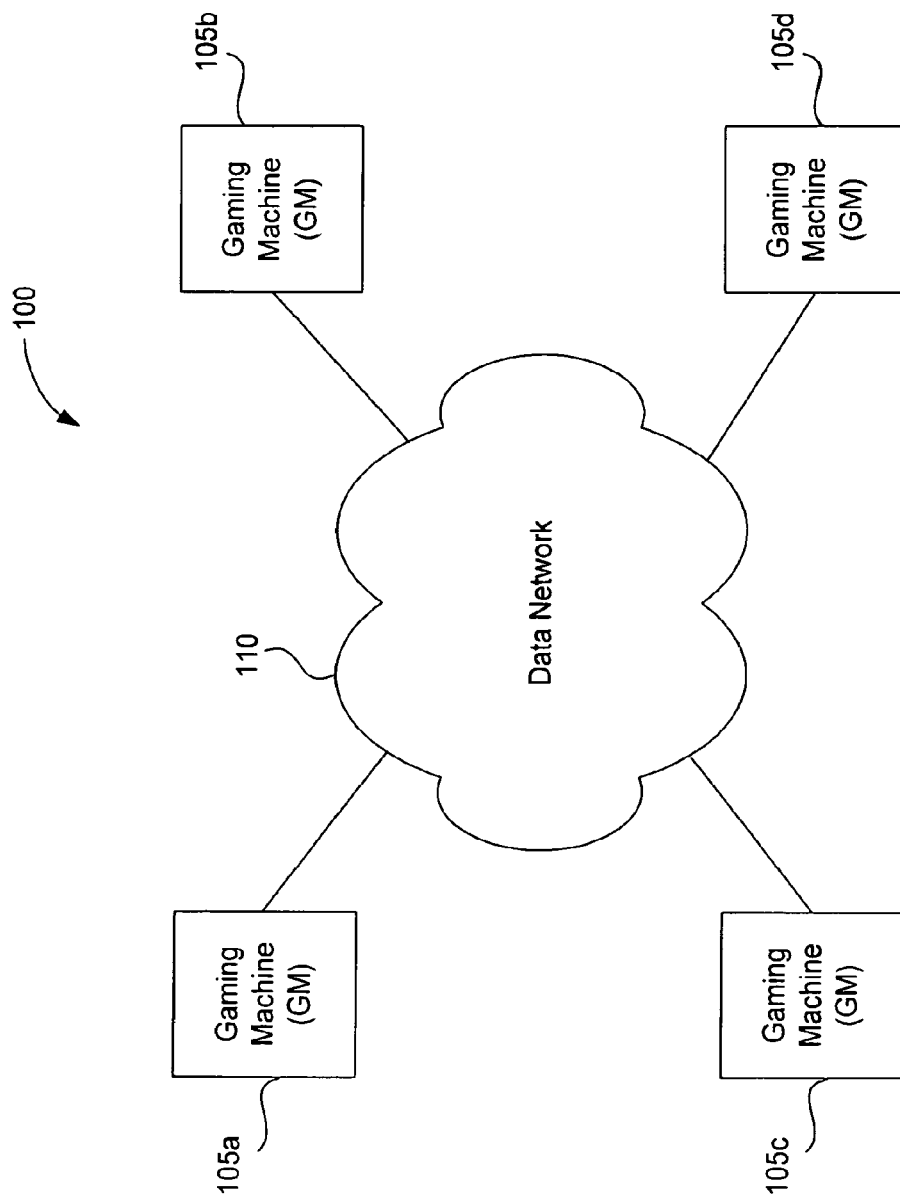


FIG. 1

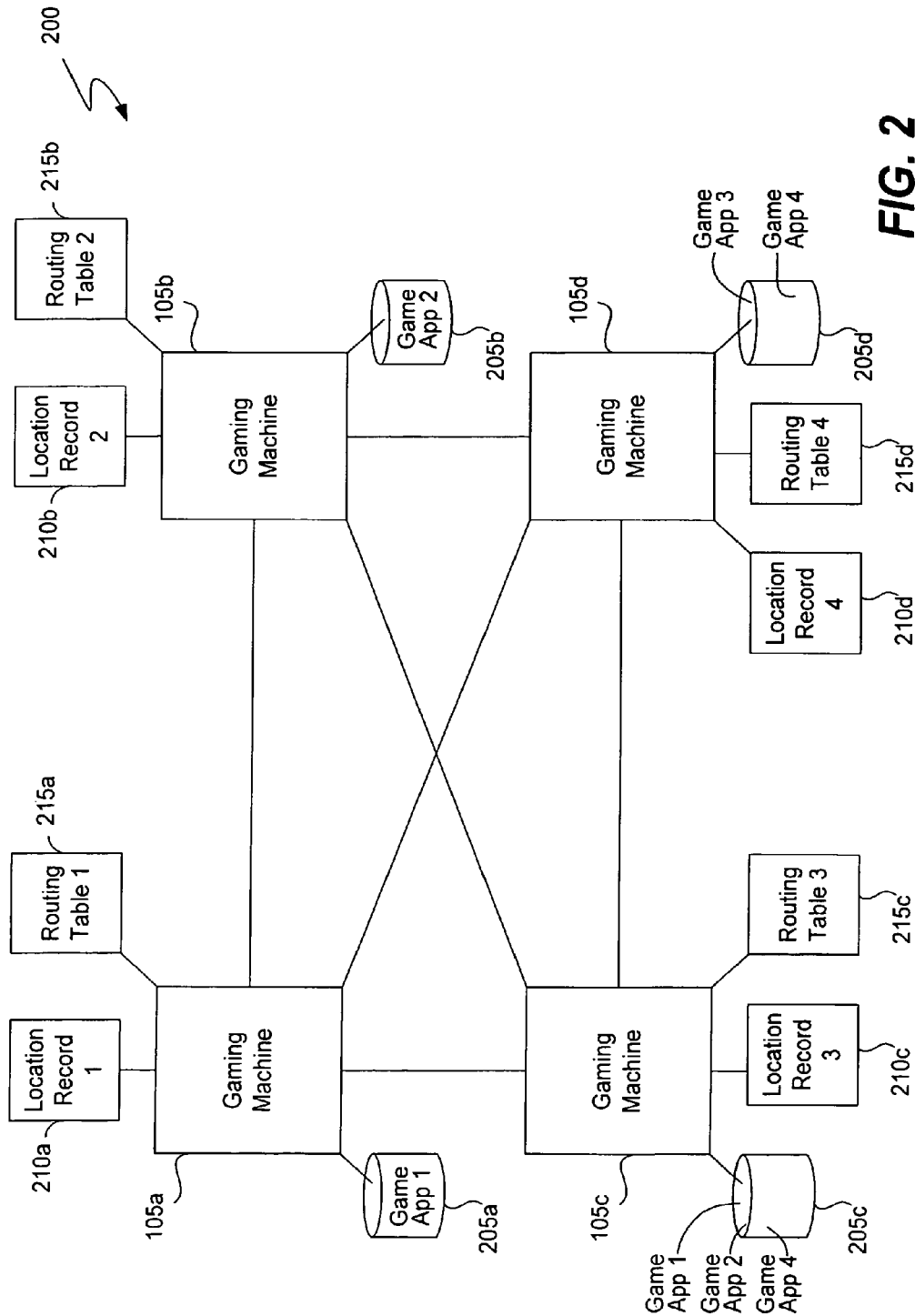


FIG. 2

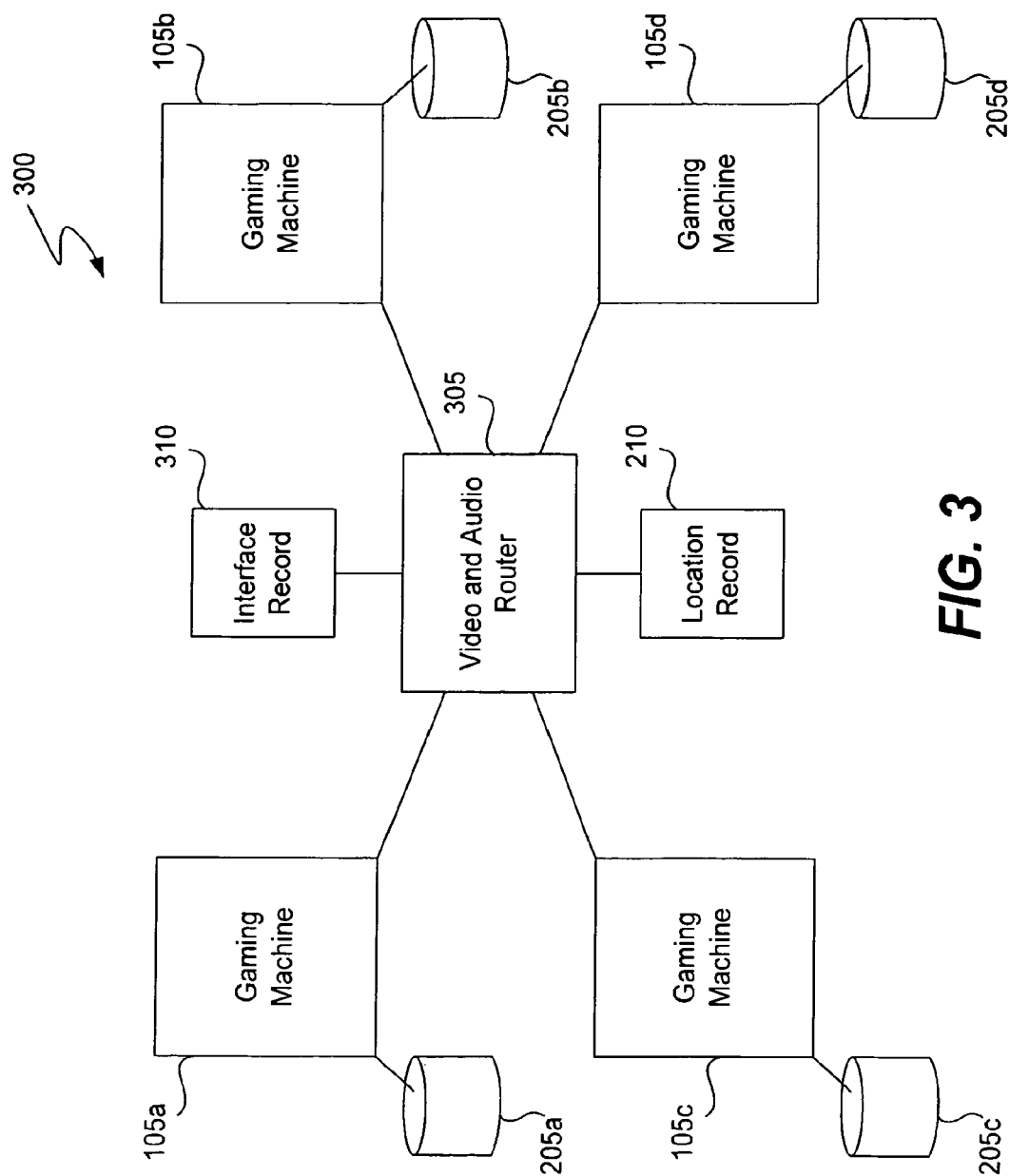
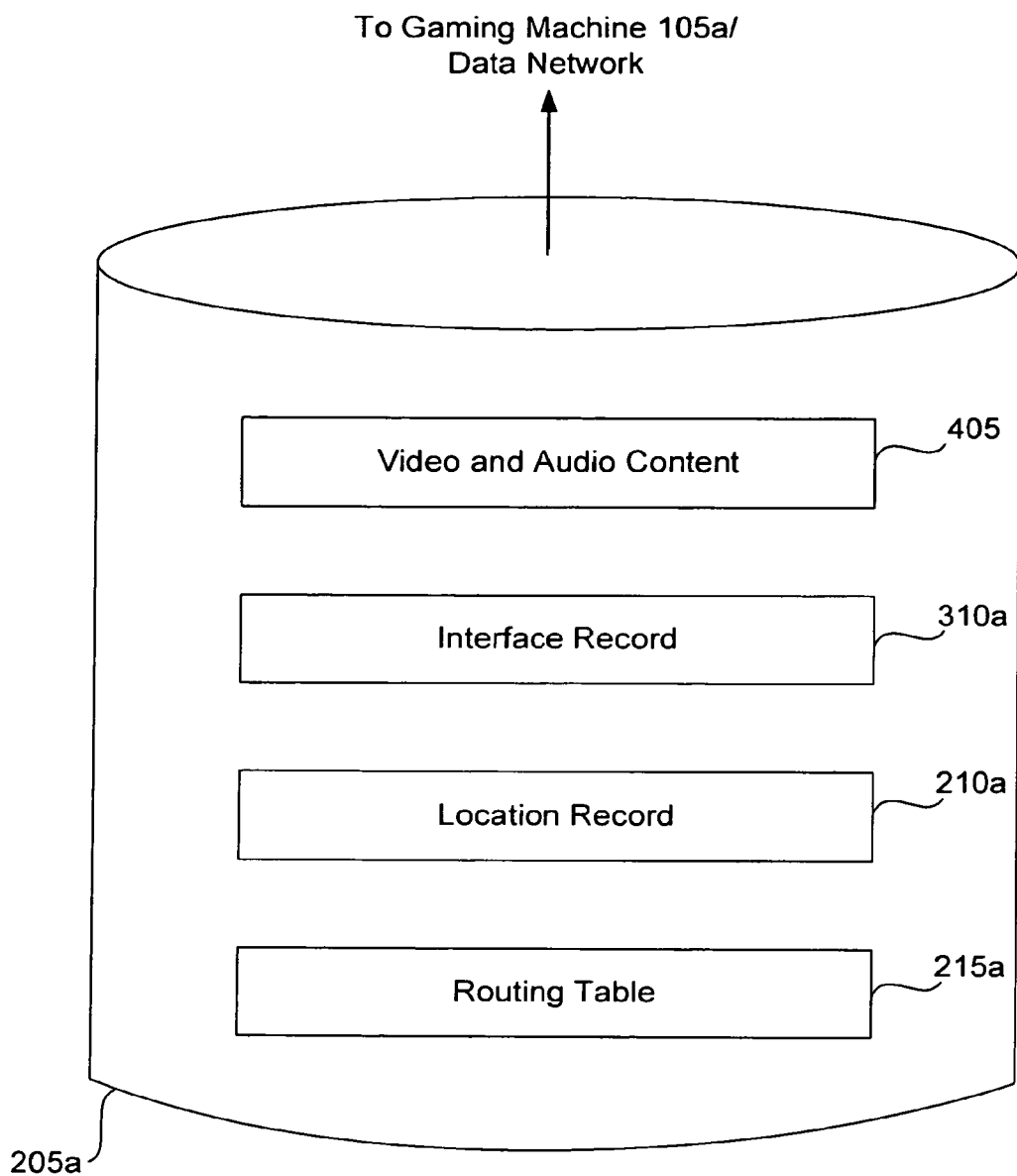
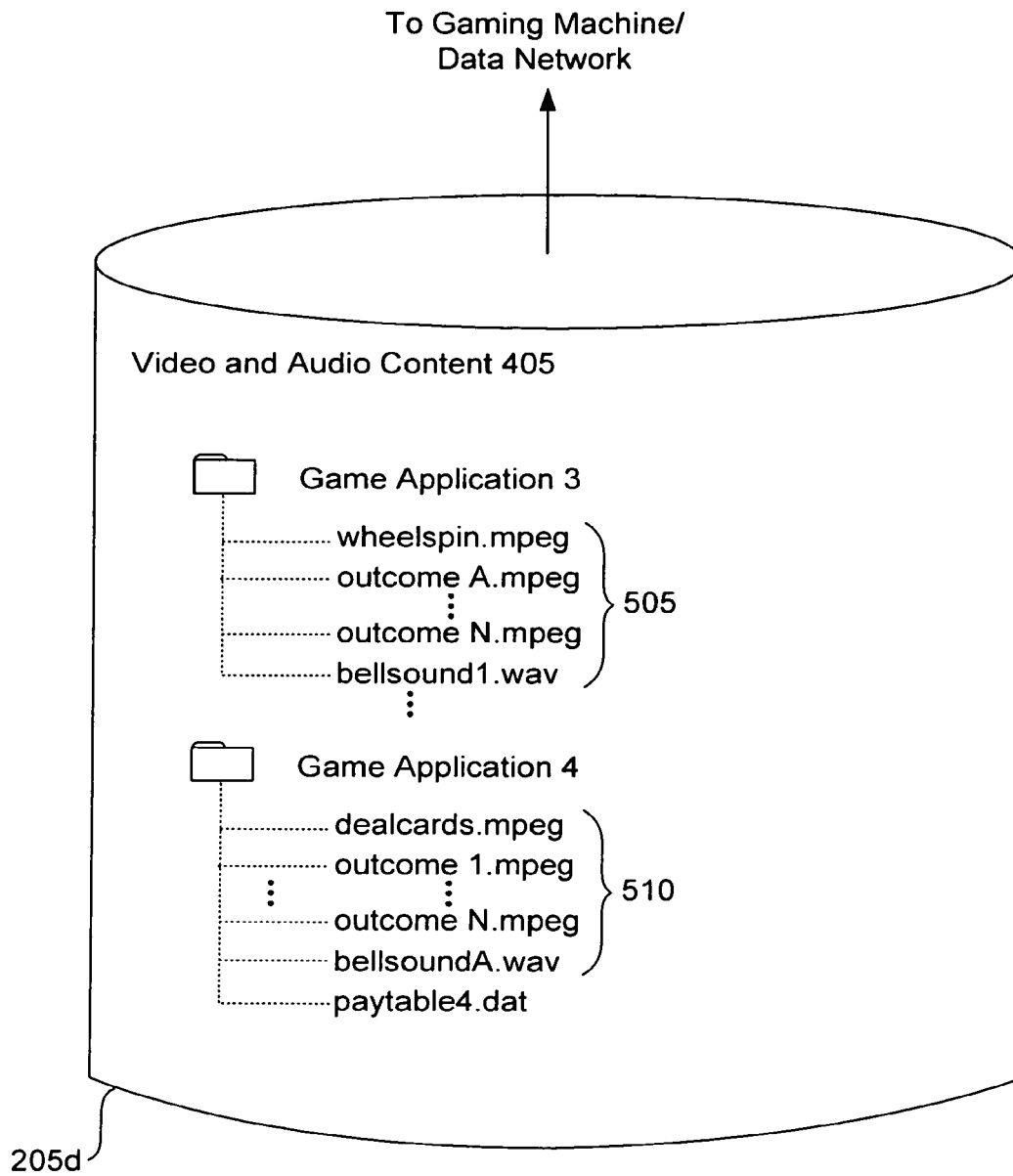


FIG. 3

**FIG. 4**

**FIG. 5**

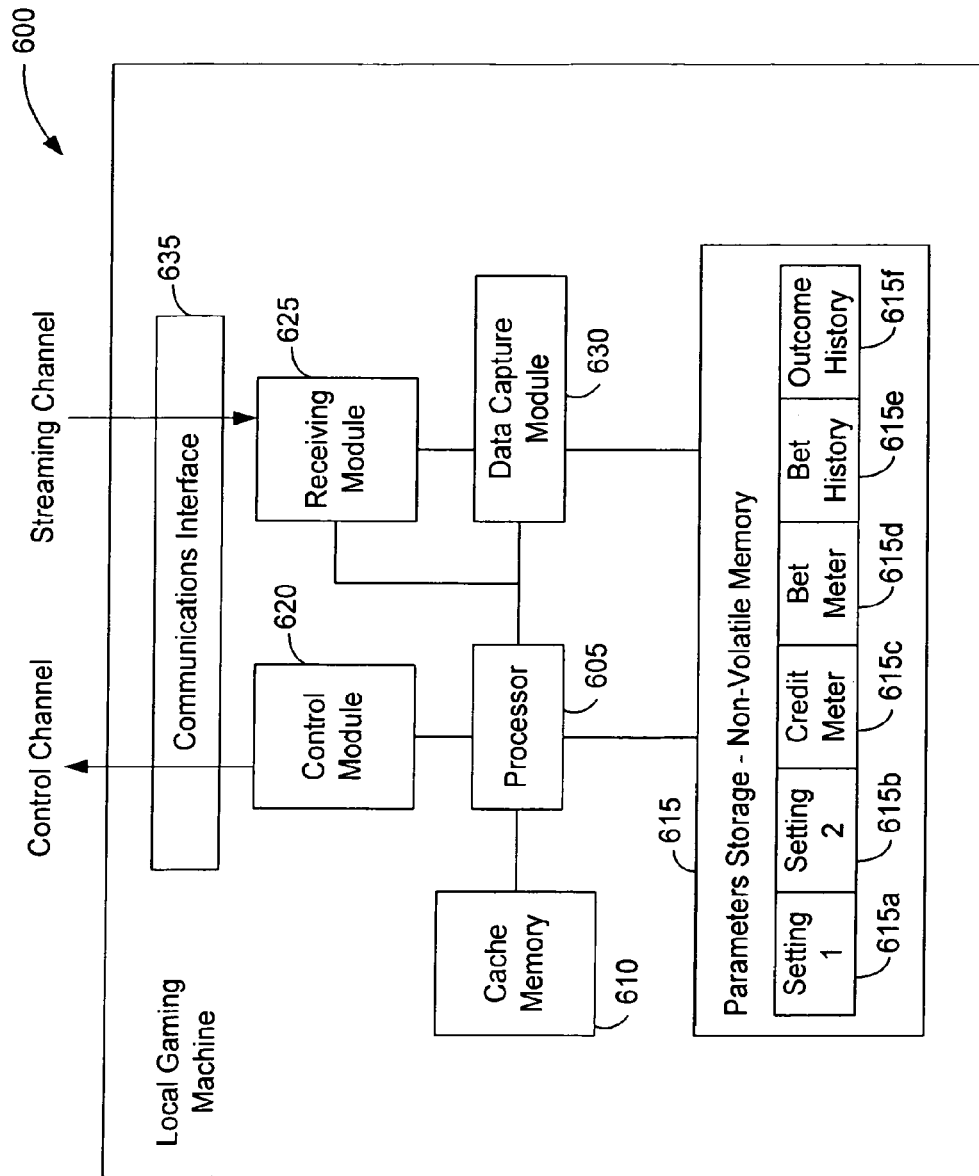


FIG. 6

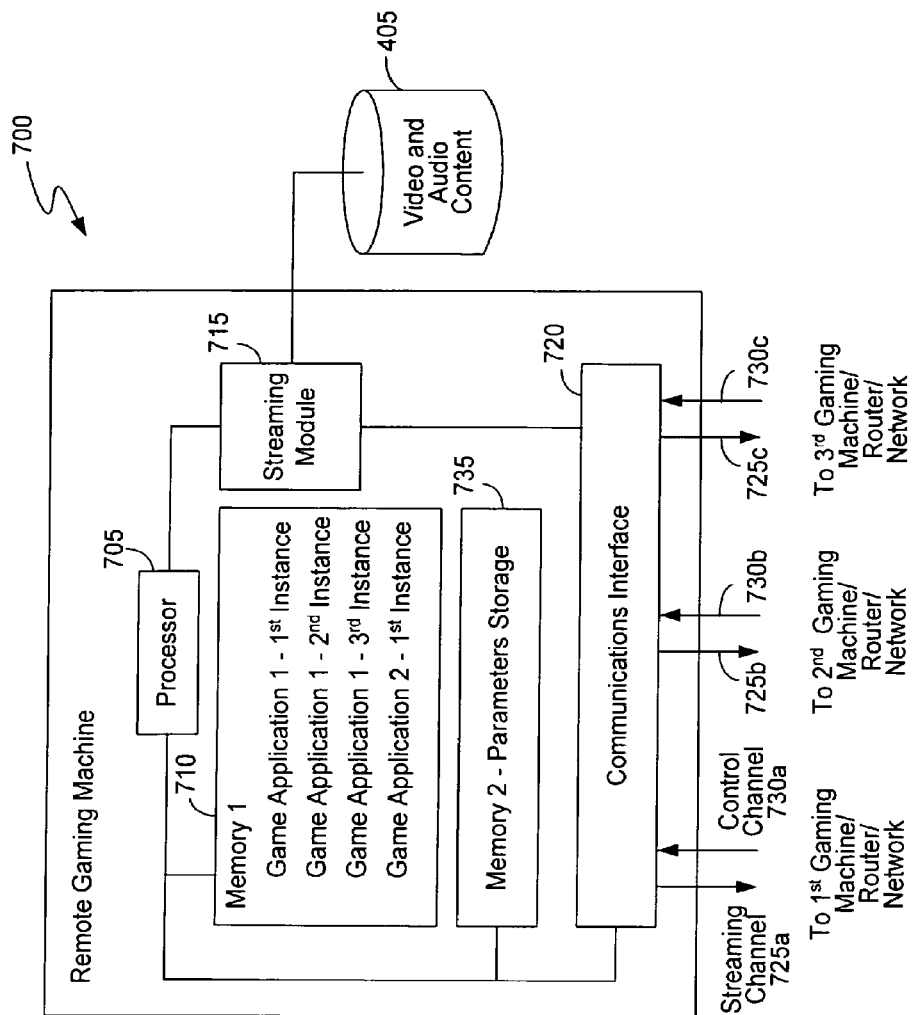
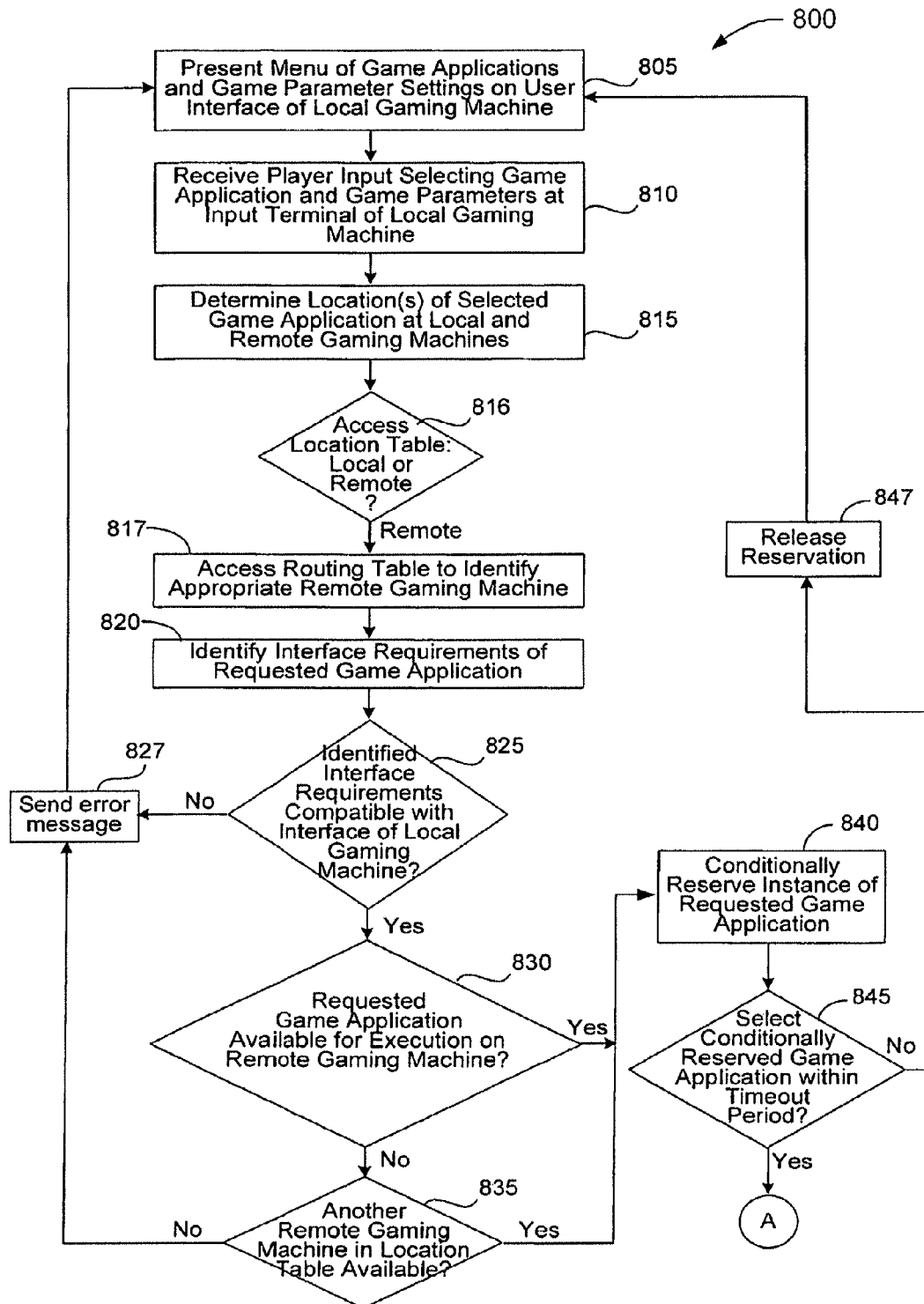
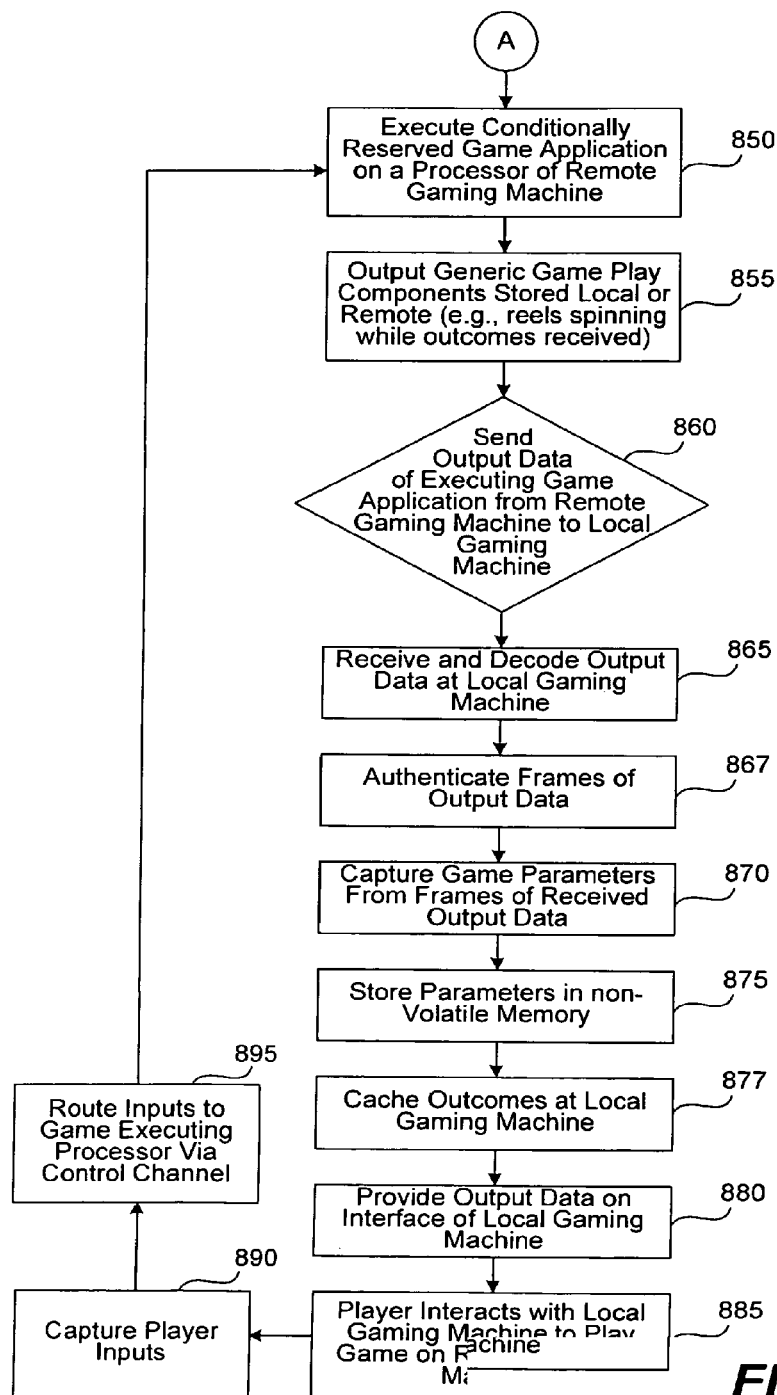


FIG. 7



**FIG. 8B**

Location Record	905	910
<u>Game Application</u>		<u>Locations</u>
	<u>GM 105a</u>	<u>GM 105b</u>
	<u>GM 105c</u>	<u>GM 105d</u>
1	----- ✓ (2 instances)	✓ (3 instances)
2	----- ✓ (4 instances)	✓ (1 instances)
3	-----	✓
4	-----	✓

FIG. 9

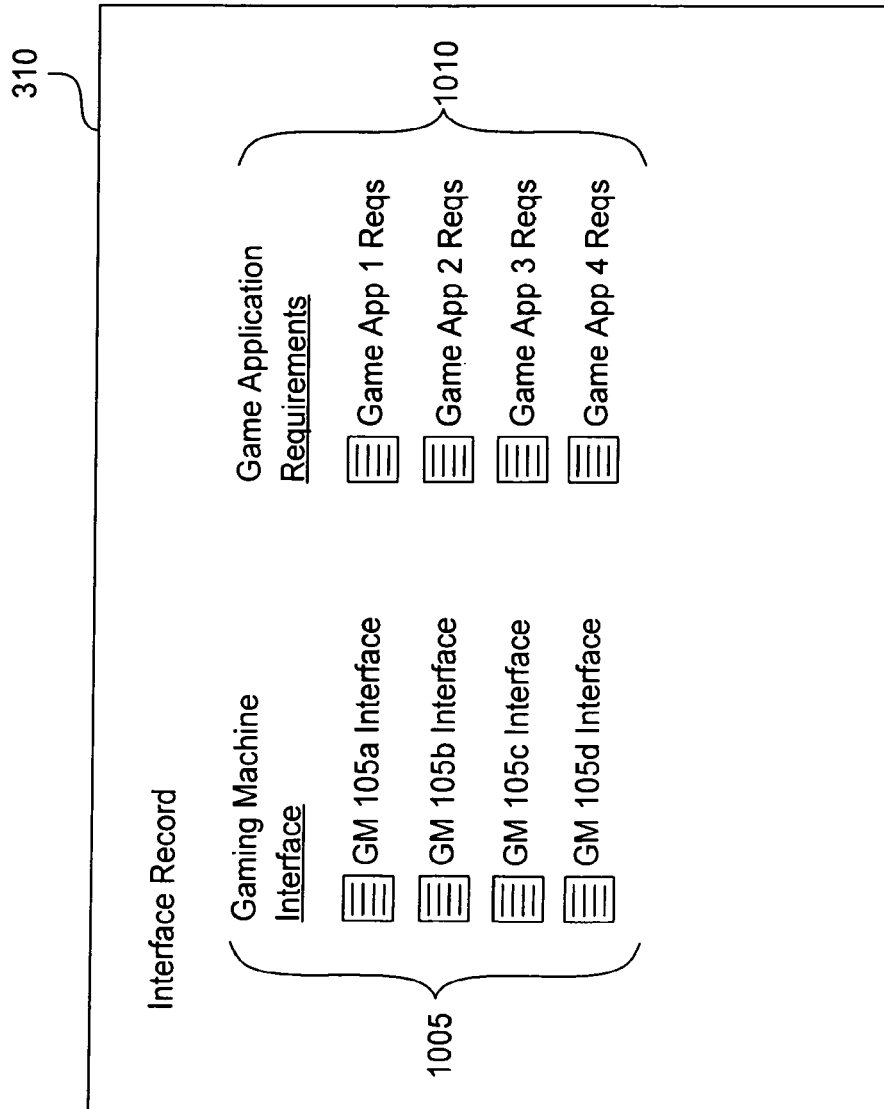


FIG. 10

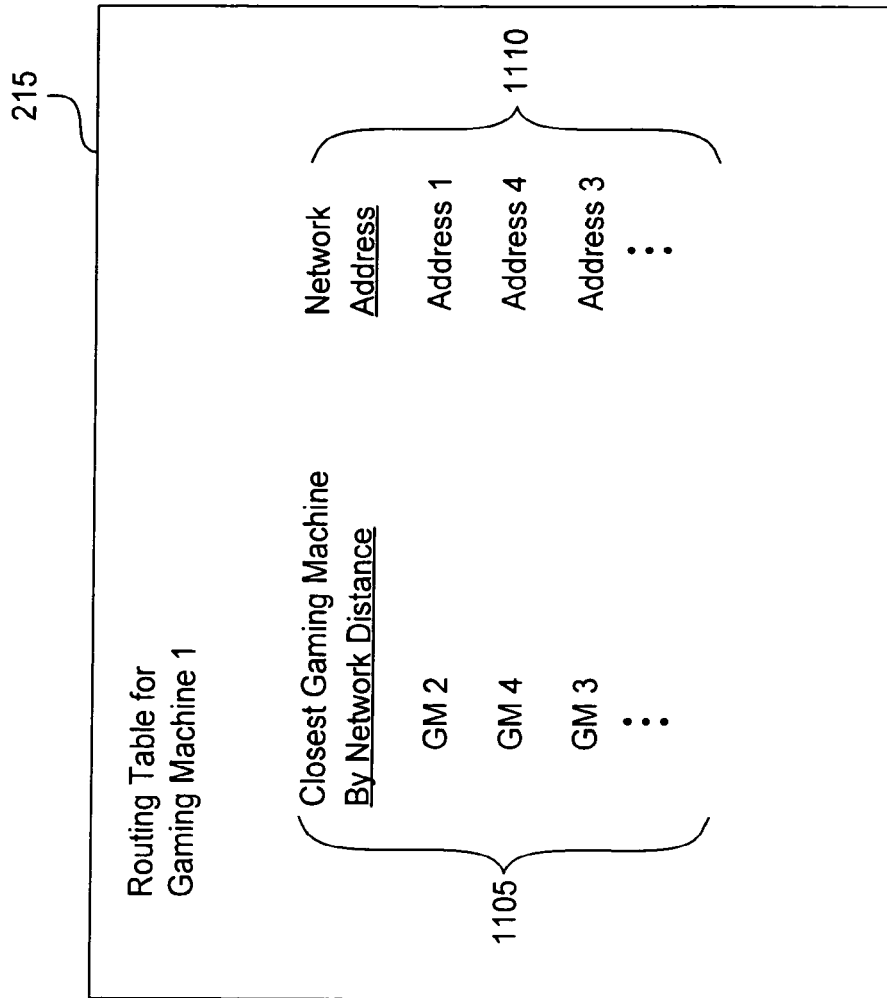
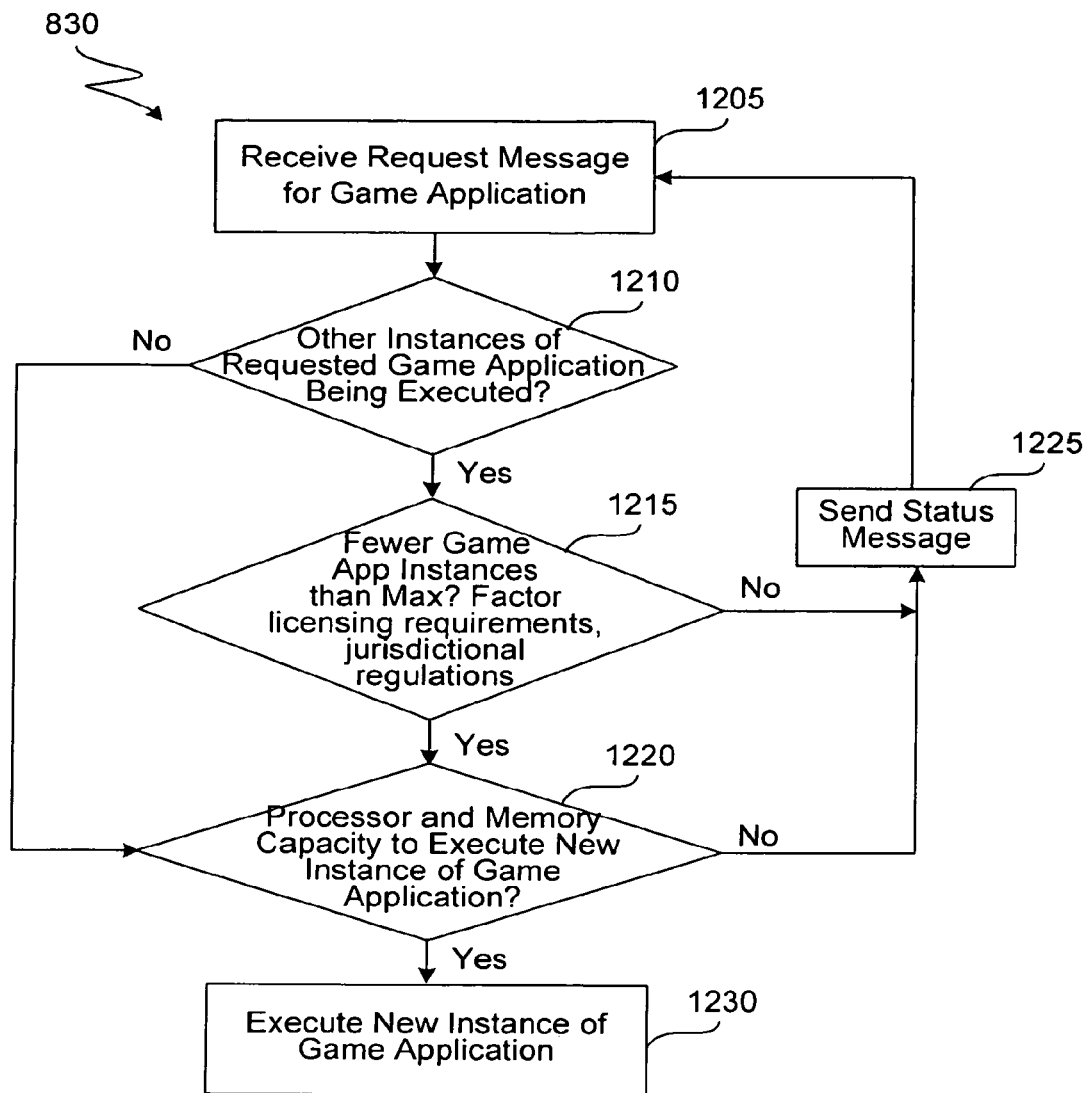


FIG. 11

**FIG. 12**

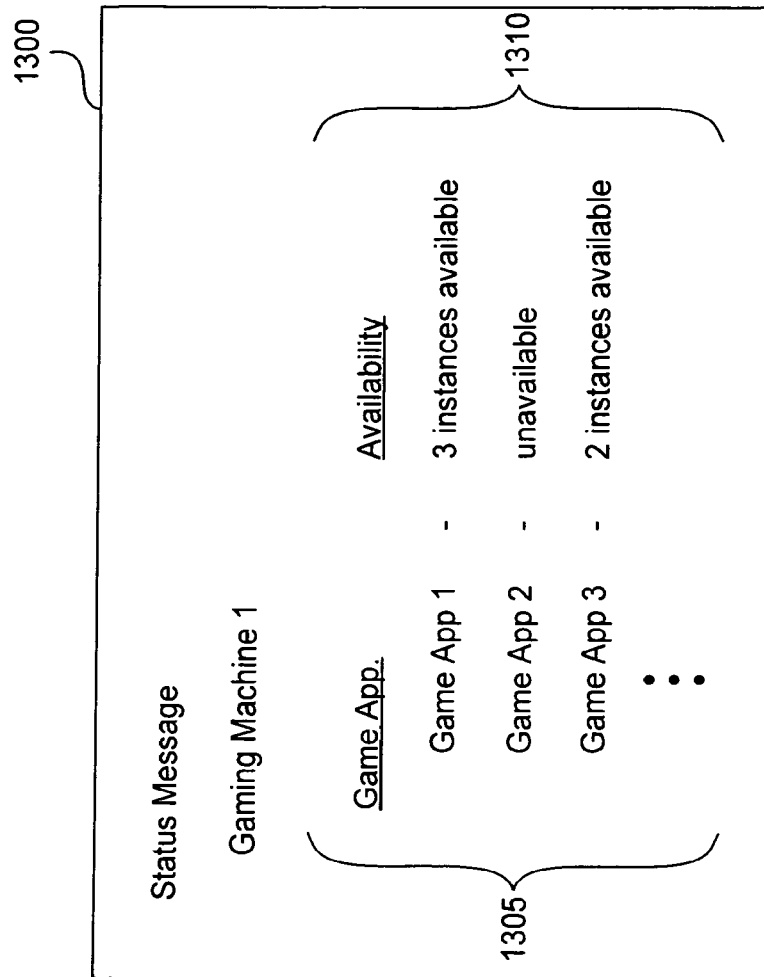


FIG. 13

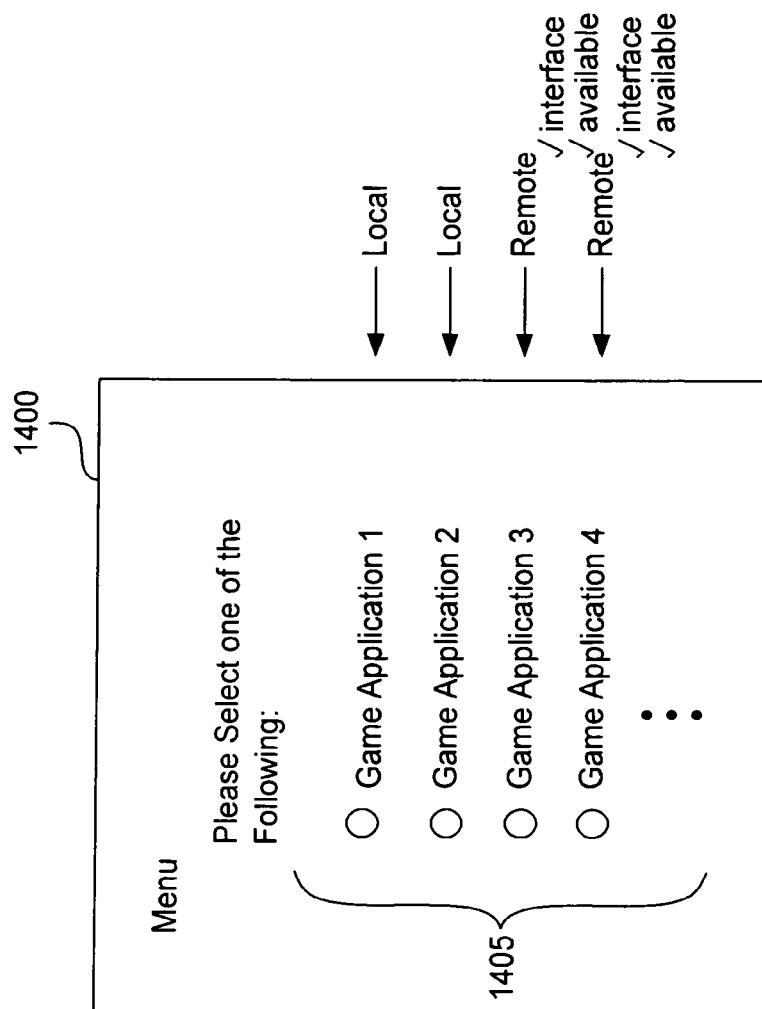


FIG. 14

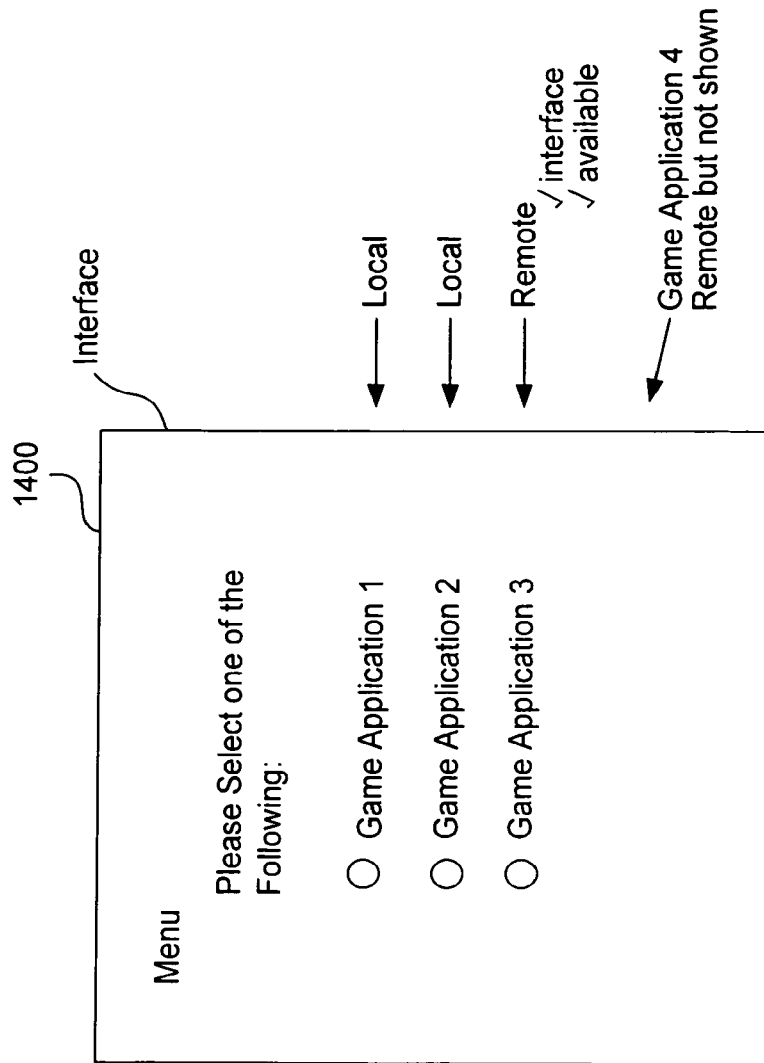


FIG. 15

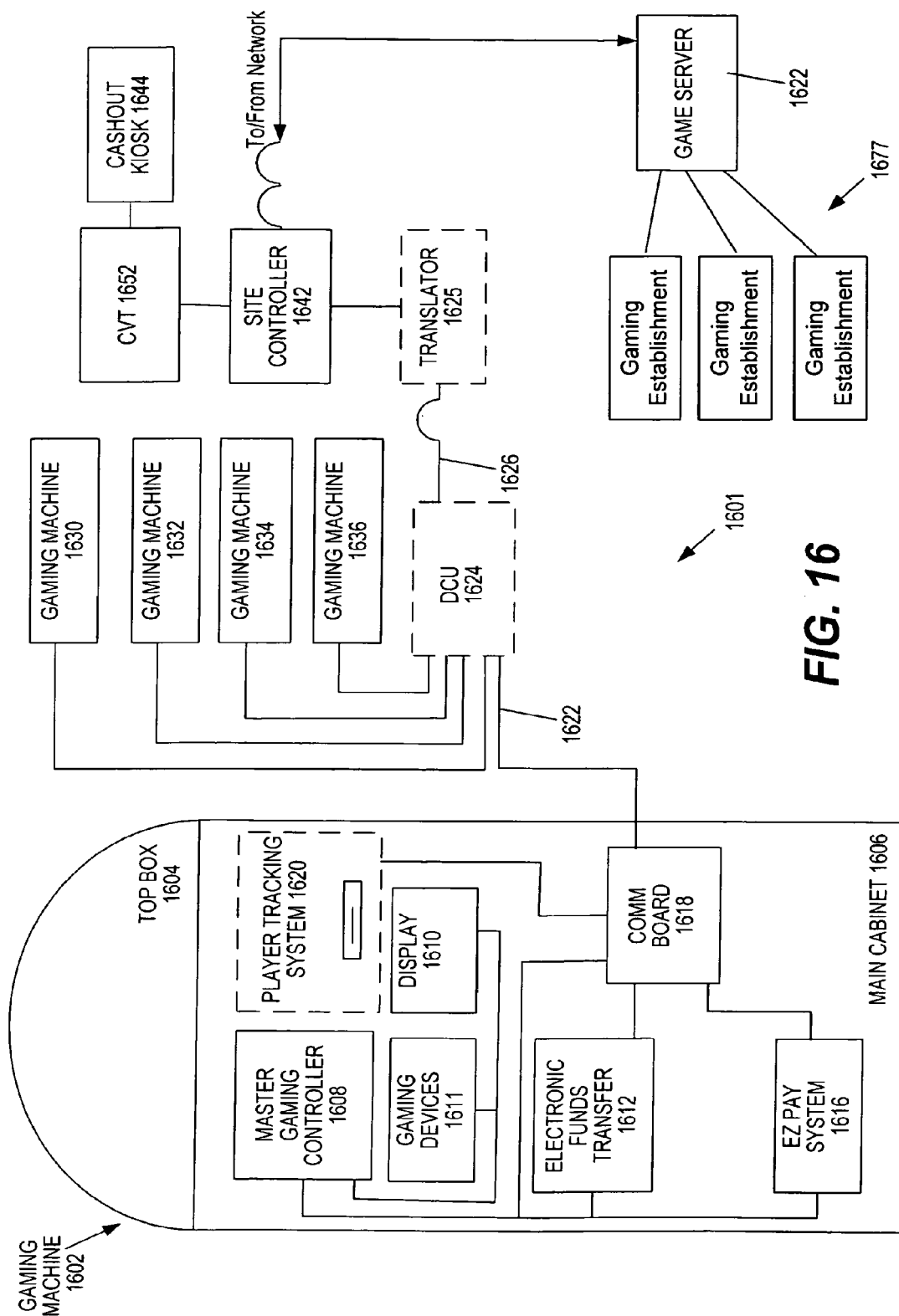


FIG. 16

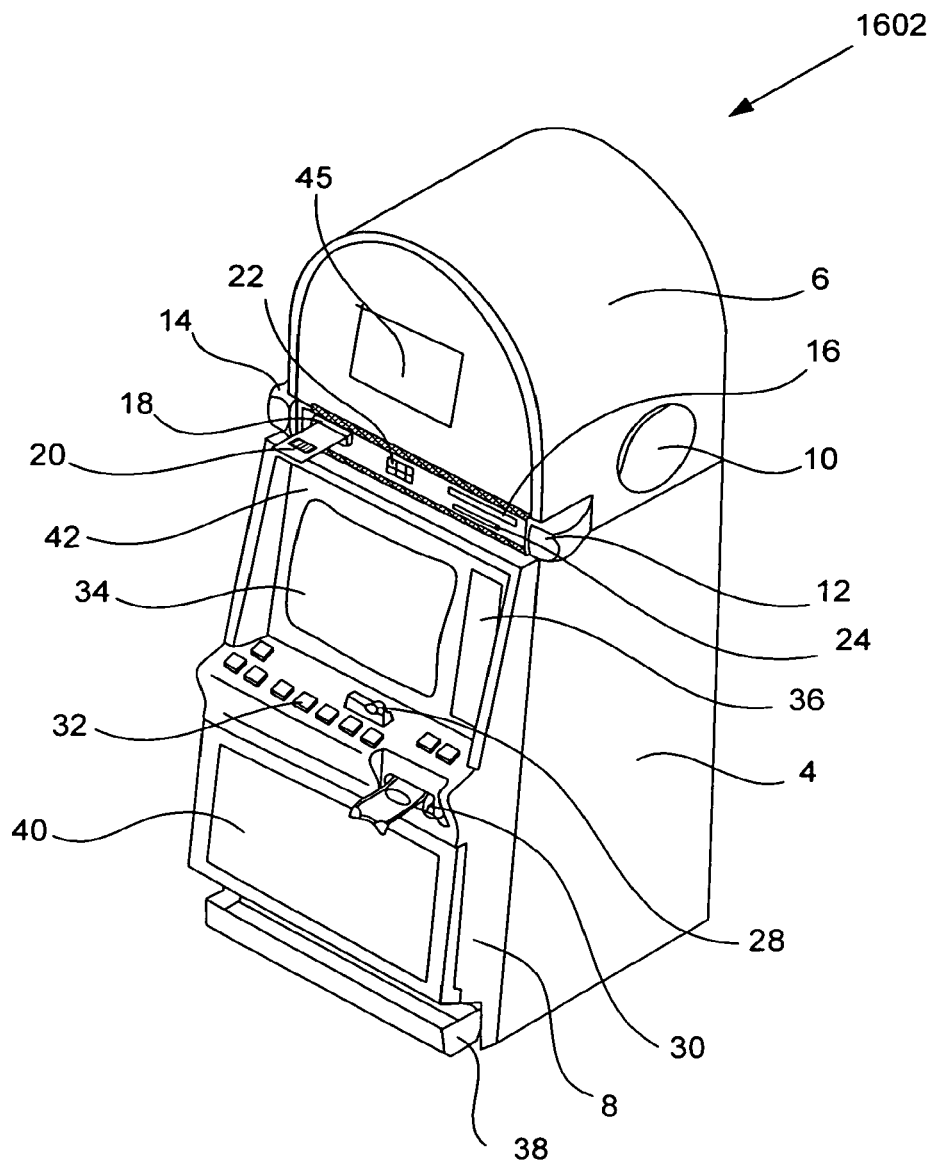


FIG. 17

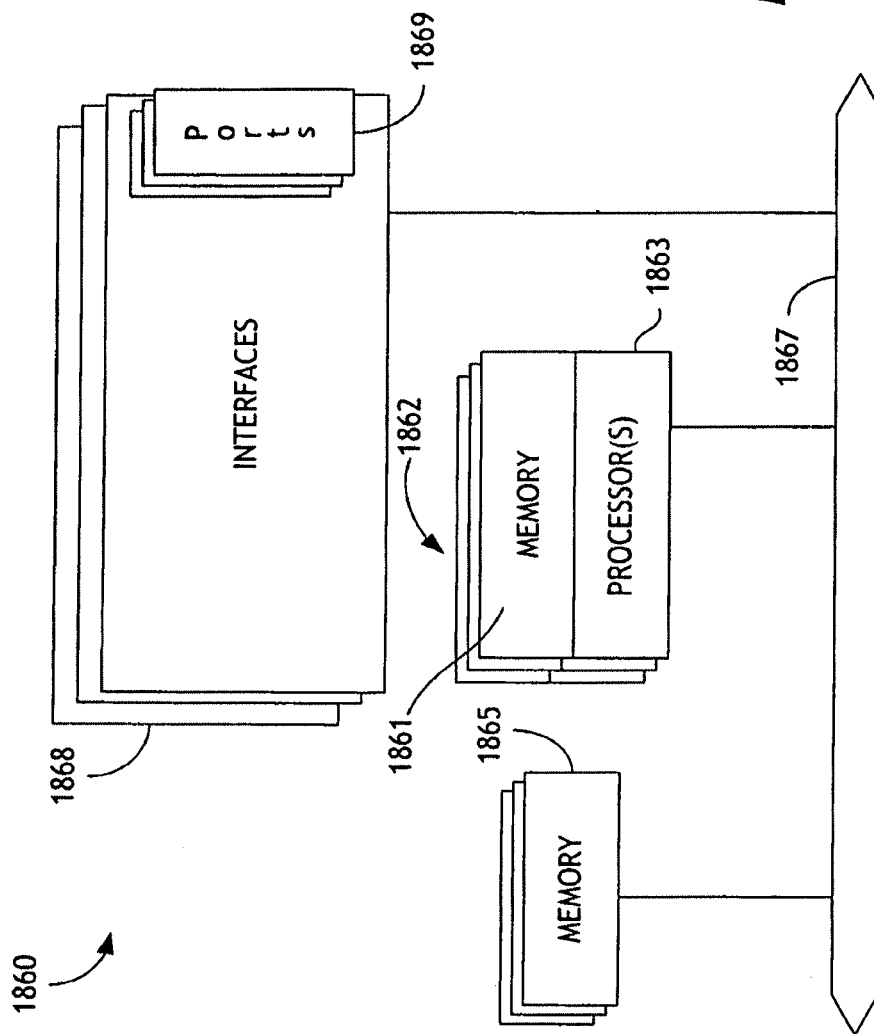
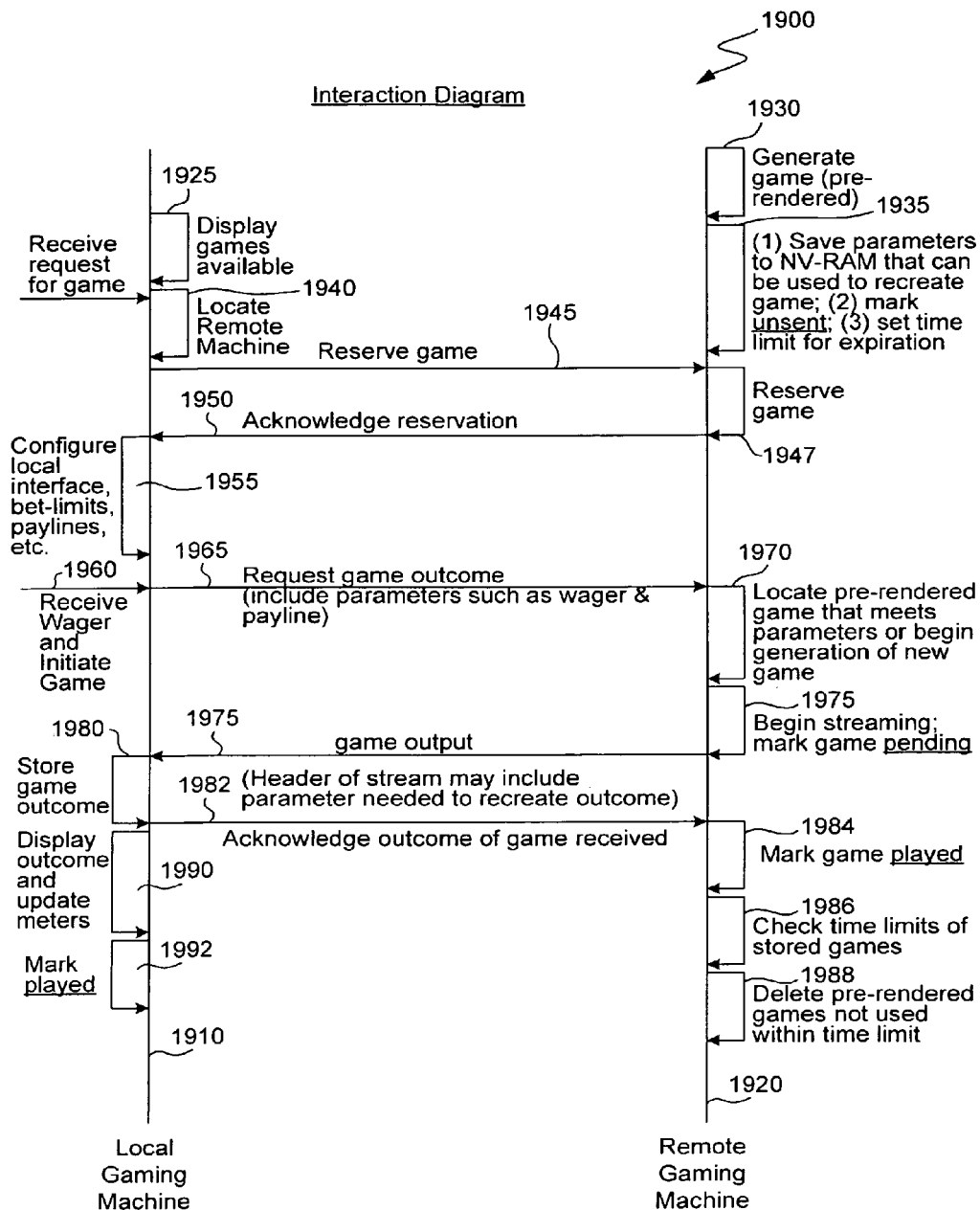
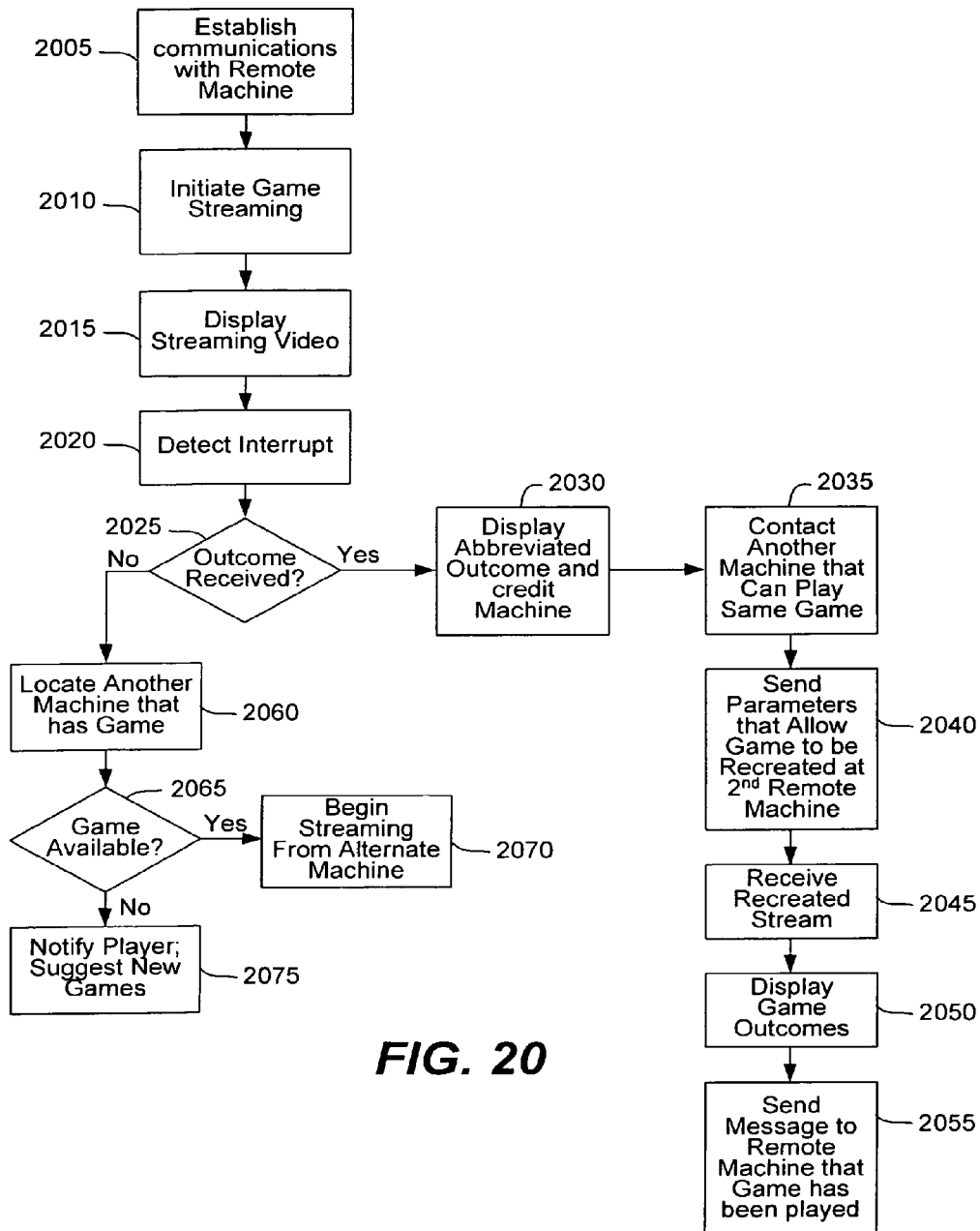
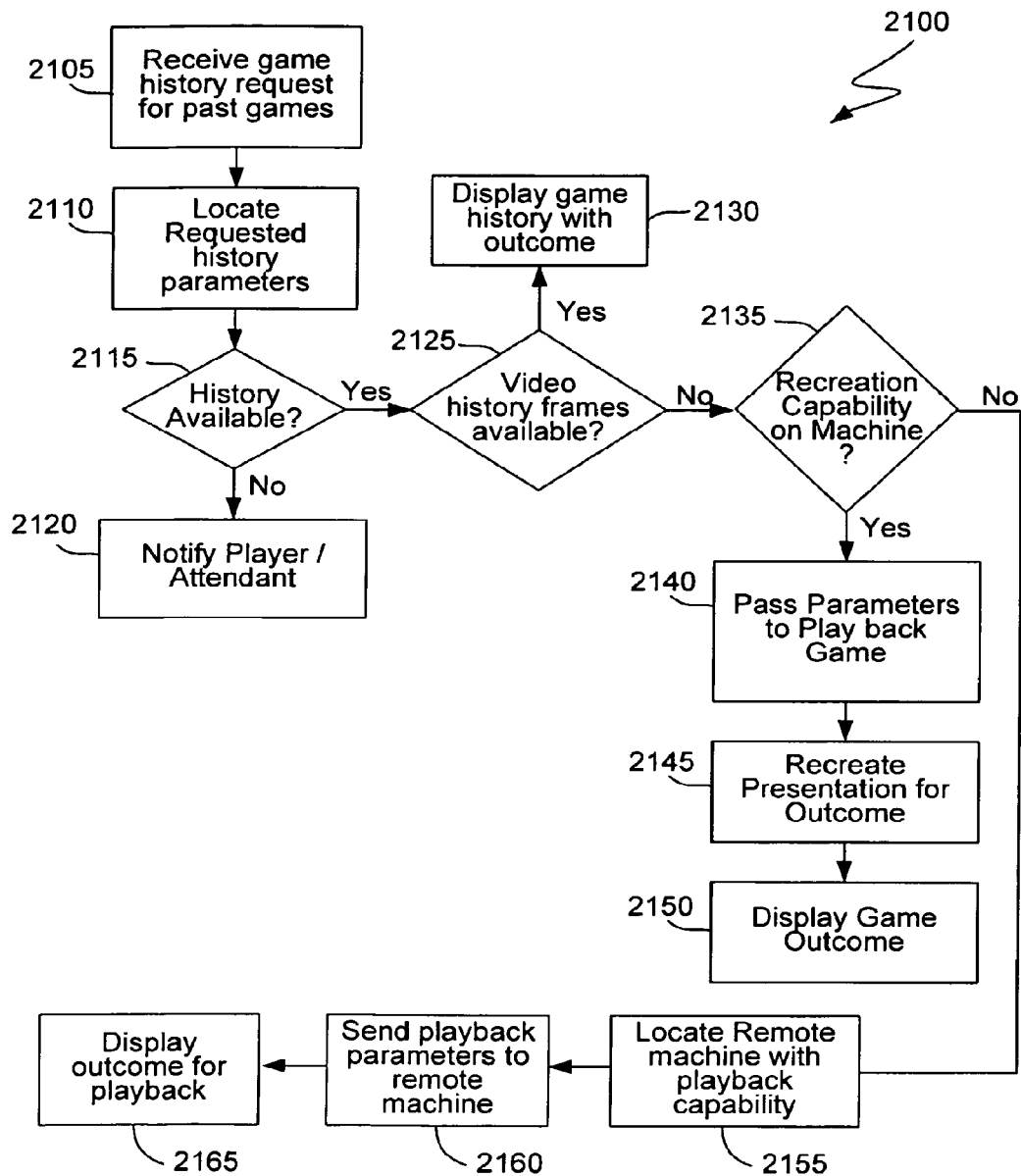


FIG. 18



**FIG. 20**

**FIG. 21**

DISTRIBUTED GAME SERVICES**CROSS-REFERENCE TO RELATED PATENT APPLICATIONS**

This application is a continuation of and claims priority to co-pending and commonly assigned U.S. patent application Ser. No. 13/601,062, filed on Aug. 31, 2012 and entitled "DISTRIBUTED GAME SERVICES," which is a continuation of U.S. patent application Ser. No. 11/225,337, filed on Sep. 12, 2005 and entitled "DISTRIBUTED GAME SERVICES," both of which are hereby incorporated by reference in their entireties and for all purposes.

BACKGROUND

The present disclosure relates to gaming machines and networks and, more particularly, to games-on-demand systems.

Gaming in the United States is divided into Class I, Class II and Class III games. Class I gaming includes social games played for minimal prizes, or traditional ceremonial games. Class II gaming includes bingo games, pull tab games if played in the same location as bingo games, lotto, punch boards, tip jars, instant bingo, and other games similar to bingo. Class III gaming includes any game that is not a Class I or Class II game, such as a game of chance typically offered in non-Indian, state-regulated casinos. Many games of chance that are played on gaming machines fall into the Class II and Class III categories of games.

Various games, particularly the Class II and Class III categories of games, can be implemented as server-based games in a server-client system. Server-based games are generally those in which the games and capabilities of a gaming terminal depend on a central server. The terminal may download games from the central server or may rely on the central server to run the games.

Game applications are becoming more sophisticated and, hence, larger in size, to use the expanding capabilities of central servers and gaming terminals. In addition, the number of different game applications available for play is always increasing, as game developers attempt to keep players interested in visiting casinos to play new and exciting games. As a result, there are so many various game applications in existence; it has become impractical to store all of these games on a single gaming terminal. Thus, server-based games have been implemented in many casinos and hotels. In this way, a multitude of game applications can be stored at a central server, and played remotely or downloaded to individual gaming terminals in the gaming network.

In a games-on-demand system, a player can operate a gaming terminal to request a particular game for playing. In a server-client game download configuration, a requested game is downloaded from the central server to the gaming terminal, and then executed on the gaming terminal. In a server-based configuration, on the other hand, the requested game is executed on the server, and the player interacts with the server to play the game. For example, U.S. Pat. No. 5,779,549, "Database Driven Online Distributed Tournament System," U.S. Pat. No. 6,001,016, "Remote Gaming Device," and U.S. Pat. No. 6,409,602, "Slim Terminal Gaming System" describe server-based configurations where minimal or no processing occurs on the gaming machine. In these conventional systems, the game is executed on the central server, and outcome data are sent to the gaming machine for output to the player. The gaming machine operates as an IO device for a player to interact remotely with the game executed on the

central server. The game play, meter tracking, and other game functions are carried out on the central server.

In implementing a games-on-demand system, both the download configuration and the server-based configuration described above have their respective drawbacks. In a download configuration, the gaming terminal is susceptible to long delays while a requested game is retrieved and downloaded from the central server, and then authenticated, before game play can begin. These delays are often attributable to the large and ever increasing size of game applications, as explained above. In addition, downloading of games on-demand is bandwidth intensive, computationally complex and intensive, and not secure when games are in transit. In a server-based configuration, a drawback is that the operability of the gaming terminals is entirely network-dependent. When the central server malfunctions, or other network problems arise, interfering with the connection between the gaming terminals and the central server, all of the gaming terminals are affected. Game play can be hindered on the gaming terminals due to their dependence on the central server to execute the game.

Thus, it is desirable to provide a gaming system which eliminates both the delay and other problems associated with download configurations, and the network-dependence associated with server-based configurations.

SUMMARY

Disclosed are methods, apparatus, and systems, including computer program products, implementing and using techniques for providing a game of chance.

In one aspect of the present invention, at a local gaming machine in communication with a remote gaming machine over a data network, a player input is received at an input terminal. The player input requests a game application. A location of the requested game application is determined as being at the remote gaming machine. Interface requirements of the requested game application are identified. It is determined whether the identified interface requirements are compatible with the interface of the local gaming machine. It is also determined whether the requested game application is available for execution on the remote gaming machine. When it is determined that the interface requirements are compatible and that the requested game application is available for execution, an instance of the requested game application is reserved on the remote gaming machine.

In one implementation, responsive to execution of the instance of the requested game application on the remote gaming machine, output data of the executed game application is received from the remote gaming machine over the data network. This received output data can be stored in memory and/or can be provided on an interface of the local gaming machine. Generic output data components can be received from a storage medium and provided on the interface. One or more game parameters can be captured from the received output data. In some implementations, determining whether the requested game application is available for execution on the remote gaming machine includes determining compliance of the requested game application with interface requirements, licensing requirements and/or jurisdictional requirements.

According to another aspect to the present invention, at a remote gaming machine, a game of chance is provided to a local gaming machine in communication with the remote gaming machine over a data network. A game application request message is received from the local gaming machine over the data network. The request message requests a game application. Interface requirements of the requested game

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application are provided. It is determined whether the requested game application is available for execution on the remote gaming machine. An instance of the requested game application is reserved on the remote gaming machine when it is determined that the requested game application is available for execution.

In some implementations, the instance of the requested game application is executed on the processor of the remote gaming machine. Output data of the executing game application is sent from the remote gaming machine to the local gaming machine over the data network. Authentication information can be provided in frames of the output data, for instance, as a digital signature embedded in the frame.

According to another aspect of the present invention, a local gaming machine provides a game of chance from a remote gaming machine in communication with the local gaming machine over a data network. The gaming machine includes a user interface coupled to receive a player input. The player input requests a game application. A gaming controller including a processor is configured to: (1) determine a location of the requested game application as being at the remote gaming machine, (2) identify interface requirements of the requested game application, (3) determine whether the identified interface requirements are compatible with an interface of the local gaming machine, (4) determine whether the requested game application is available for execution on the remote gaming machine, and (5) reserve an instance of the requested game application on the remote gaming machine when it is determined that the interface requirements are compatible and that the requested game application is available for execution.

According to another aspect of the present invention, a remote gaming machine provides a game of chance to a local gaming machine in communication with the remote gaming machine over a data network. The remote gaming machine includes a communications interface coupled to receive a game application request message from the local gaming machine over the data network. The request message requests a game application. A gaming controller including a processor is configured to: (1) provide interface requirements of the requested game application, (2) determine whether the requested game application is available for execution on the remote gaming machine, (3) reserve an instance of the requested game application on the remote gaming machine when it is determined that the requested game application is available for execution, and (5) execute the instance of the requested game application. The remote gaming machine further includes a streaming module coupled to send output data of the executing game application from the remote gaming machine to the local gaming machine over the data network.

All of the foregoing methods, along with other methods of aspects of the present invention, may be implemented in software, firmware, hardware and combinations thereof. For example, the methods of aspects of the present invention may be implemented by computer programs embodied in machine-readable media and other products.

Aspects of the invention may be implemented by networked gaming machines, game servers and other such devices. These and other features and benefits of aspects of the invention will be described in more detail below with reference to the associated drawings.

BRIEF DESCRIPTION OF THE FIGURES

FIG. 1 shows a block diagram of a peer-to-peer gaming system **100** for providing remote gaming, constructed according to one embodiment of the present invention.

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FIG. 2 shows a block diagram of a peer-to-peer gaming system **200** for providing remote gaming, constructed according to one embodiment of the present invention.

FIG. 3 shows a block diagram of a peer-to-peer gaming system **300** for providing remote gaming, constructed according to one embodiment of the present invention.

FIG. 4 shows a diagram of a storage medium in a peer-to-peer gaming system **300** for providing remote gaming, constructed according to one embodiment of the present invention.

FIG. 5 shows a diagram of a storage medium in a peer-to-peer gaming system having video and audio content, arranged according one embodiment of the present invention.

FIG. 6 shows a block diagram of a local gaming machine apparatus, constructed according to one embodiment of the present invention.

FIG. 7 shows a block diagram of a remote gaming machine apparatus, constructed according to one embodiment of the present invention.

FIGS. 8A and 8B show a flow diagram of a method **800** of remote gaming for providing a game of chance, performed in accordance with one embodiment of the present invention.

FIG. 9 shows a location record constructed according to one embodiment of the present invention.

FIG. 10 shows an interface record **310** constructed according to one embodiment of the present invention.

FIG. 11 shows a routing table **215** constructed according to one embodiment of the present invention.

FIG. 12 shows a flow diagram of a method **830** for determining whether a requested game application is available for execution on a remote gaming machine, performed in accordance with one embodiment of the present invention.

FIG. 13 shows a status message **1300** sent by a remote gaming machine, in accordance with one embodiment of the present invention.

FIG. 14 shows a menu **1400** generated and displayed on a user interface of the local gaming machine, in accordance with one embodiment of the present invention.

FIG. 15 shows menu **1400** generated and displayed on a user interface of the local gaming machine, in accordance with another embodiment of the present invention.

FIG. 16 is a block diagram of a number of gaming machines in a gaming network that may be configured to implement some methods of the present invention.

FIG. 17 illustrates an exemplary gaming machine that may be configured to implement some methods of the present invention.

FIG. 18 is a block diagram of an exemplary network device that may be configured as a game server to implement some methods of the present invention.

FIG. 19 shows an interaction diagram of a method of remote gaming for providing a game of chance, performed in accordance with one embodiment of the present invention.

FIG. 20 shows a method **2000** of remote gaming for providing a game of chance, including a scheme for responding to network failures, in accordance with one embodiment of the present invention.

FIG. 21 shows a method of addressing game history disputes at a gaming machine, performed in accordance with one embodiment of the present invention.

DETAILED DESCRIPTION OF THE EMBODIMENTS

Reference will now be made in detail to some specific embodiments of the invention including the best modes contemplated by the inventors for carrying out the invention.

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Examples of these specific embodiments are illustrated in the accompanying drawings. While the invention is described in conjunction with these specific embodiments, it will be understood that it is not intended to limit the invention to the described embodiments. On the contrary, it is intended to cover alternatives, modifications, and equivalents as may be included within the spirit and scope of the invention as defined by the appended claims. Moreover, numerous specific details are set forth below in order to provide a thorough understanding of the present invention. The present invention may be practiced without some or all of these specific details. In other instances, well known process operations have not been described in detail in order not to obscure the present invention.

Implementations of the present invention provide games-on-demand methods, apparatus, and systems for playing games of chance in a peer-to-peer gaming machine configuration. Game application executables, also referred to herein as games and game codes, are stored redundantly among the gaming machines to define a distributed game network. Gaming machines can be implemented in various forms, including the gaming machines shown and described with reference to FIGS. 16 and 17. In other mobile gaming implementations, part of the gaming machine functions are implemented in a portable handheld device such as a personal digital assistant (“PDA”) or a cell phone. Other implementations of the gaming machine functionality include data processing devices such as a personal computer (“PC”) or iTV.

When a player situated at one of the gaming machines requests a game not stored locally, the game can be executed remotely at one of the other gaming machines in the peer-to-peer network. As will be appreciated by those skilled in the art, an executable game application generally operates on a set of input data to produce output data. Output data of the executing game application, for example, video and audio streams, are routed to the local gaming machine where the player is situated. The player can then interact with the remote gaming machine for remote game play. The effect of instant-on game play is achieved at any of the gaming machines where a player wishes to play games.

Applying principles of the present invention, the delay associated with game download is eliminated because the entire game executable does not have to be downloaded, unpacked, decrypted and then authenticated. Instead, the game application is executed at the origin, in its native mode, and the results piped to the requesting gaming machine. Computational resources are conserved. Security is improved, in that it is difficult for a hacker to intercept frames of the streamed output data from one of the remote gaming machines, alter the data frame-by-frame, and provide the output data to the local gaming machine without noticeable delay. Redundant storage substantially reduces or eliminates the problem of network errors, as the game can be executed on another remote gaming machine with which the local gaming machine has established communications. The need for a central server is minimized or eliminated, as the games and other relevant data are distributed among the various gaming machines in the peer-to-peer network. Reliability increases as a point of possible failure (the central server) is eliminated.

FIG. 1 shows a gaming system 100 constructed according to one embodiment of the present invention. In FIG. 1, system 100 includes gaming machines 105a, 105b, 105c and 105d in communication with one another over a suitable data network 110. In gaming system 100, the gaming machines 105a-105d are configured in a peer-to-peer network arrangement. Peer-to-peer gaming machine networks are described in commonly assigned and co-pending U.S. patent application Ser.

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No. 09/595,798, entitled “Using a Gaming Machine as a Server,” filed Jun. 16, 2000, and U.S. patent application Ser. No. 11/078,966, entitled “Secured Virtual Network in a Gaming Environment,” filed Mar. 10, 2005, both of which are hereby incorporated by reference. In such peer-to-peer arrangements, including gaming system 100, each gaming machine can send and receive data to and from other gaming machines in system 100. Thus, in contrast with central determination and other server-based arrangements, gaming system 100 does not require a central server to serve the various gaming machines 105a-105d in the system 100.

In FIG. 1, data network 110 can be implemented as desired, for instance, as a local area network “LAN”, a wide area network “WAN” such as the Internet, and various combinations thereof. Other suitable communications networks can be used to define data network 110 within the spirit and scope of the invention, including the data networks described below with respect to FIGS. 16-18. Exemplary gaming machines 105a-105d are constructed using combinations of hardware and software, described below with respect to FIGS. 16-18.

FIG. 2 shows a peer-to-peer gaming system 200 constructed according to another embodiment of the present invention. In system 200, gaming machines 105a-105d are in communication with one another over data network 110 in a peer-to-peer arrangement, as described above with respect to FIG. 1. In addition, in FIG. 2, each gaming machine 105a-105d has a respective storage medium 205a-205d coupled as shown in FIG. 2. Each storage medium can be implemented in various ways, as will be understood by those skilled in the art. In one implementation, storage medium 205a is implemented as a database situated external to gaming machine 105a and in communication with gaming machine 105a over a suitable communications link. In another implementation, storage medium 205a is implemented as a memory device situated within gaming machine 105a. These and other implementations are intended to be within the spirit and scope of the present invention.

Implementations of gaming methods and systems described herein provide efficient and enjoyable game play for players of the games. In addition to the features described herein, games are executed and played with implementations of the present invention in accordance with techniques described in commonly assigned and co-pending U.S. patent application Ser. No. 10/931,673, entitled “Multi-Player Bingo Game with Real-Time Game-Winning Pattern Determination,” filed Sep. 1, 2004.

In FIG. 2, each storage medium 205a-205d can store one or more game applications to be retrieved and executed. In one implementation, as shown in system 200, there are four game applications available in the gaming system 200, designated “Game App 1,” “Game App 2,” “Game App 3,” and “Game App 4.” For example, Game App 1 is blackjack, Game App 2 is Poker, and Game Apps 3 and 4 are other games of chance. Using the novel distribution techniques described herein, or other techniques such as BitTorrent, a software program available from BitTorrent, Inc. of Bellevue, Wash., one or more copies of a particular game application are distributed among gaming machines 105a-105d in system 200. For instance, in system 200, a copy of Game App 1 is stored in storage medium 205a, and a further copy of the same Game App 1 is stored in storage medium 205c at gaming machine 105c. As shown, Game App 2 is stored in both storage mediums 205b and 205c. Game App 3 is stored in storage medium 205d, and copies of Game App 4 are stored in storage mediums 205c and 205d. The purpose and use of the multiple copies of the same game application is described herein. Generally, providing multiple copies of a particular game

application enables the execution of multiple instances of that game application throughout the system 200. Multiple instances of game applications at a single machine, and multiple instances of game applications at multiple machines, can be played.

In FIG. 2, in one embodiment, each gaming machine 105a-105d has a respective location record 210a-210d. Each location record 210a-210d generally shows the location of the various copies of the game applications throughout system 200. Each location record 210a-210d can include additional information regarding the status of the various game applications, and can be updated using several techniques, depending on the desired implementation. For example, in one implementation, location records are updated by performing a network "crawl" operation similar to the processing of Internet search engines such as Google™. That is, periodically, the gaming machines in system 200 are queried to identify which game applications are situated at those machines and, in some embodiments, how many instances of those applications can be executed simultaneously at each machine. In another embodiment, each gaming machine 105a-105d broadcasts messages to the other machines in the system 200 indicating the game applications situated at that machine and, in some implementations, a number of available instances of those applications. Embodiments of the location records 210a-210d and usage of those records 210a-210d are further described below.

In FIG. 2, each gaming machine also includes a respective routing table 215a-215d. Each routing table is used by the respective gaming machine to locate other gaming machines in the peer-to-peer system 200. In one embodiment, the routing table provides a listing of a sequence of the gaming machines, defining an order in which the listed machines are to be accessed by the gaming machine associated with the routing table. In one embodiment, the routing table is defined according to the network distance from the gaming machine associated with the routing table to the other gaming machines in the network. As described herein, the routing table can be used independently or in conjunction with a location record to locate game applications at various gaming machines in system 200. Routing tables 215a-215d can be implemented in several ways, as described herein. The information included in a routing table, and the usage of the routing table is described in greater detail below.

As will be appreciated by those skilled in the art, location records 210a-210d, and routing tables 215a-215d can be stored in various memory devices in system 200. In one implementation, each pair of location record and routing table is stored in memory within the respective gaming machine. In other implementation, each location record and routing table pair is stored in a storage medium situated external to the gaming machine, such as storage medium 205a. In this implementation, different banks of memory addresses are preferably used to distinguish the location records, routing tables and game applications. In another implementation, the location records and routing tables can be stored at a central data repository coupled as part of system 200, for instance, at a central server. Other implementations are intended to be within the spirit and the scope of the present invention.

FIG. 3 shows a gaming system 300 constructed according to another embodiment of the present invention. In FIG. 3, a video and audio router 305 is interposed between the various gaming machines 105a-105d in the system. The video and audio router 305 can be implemented with various combinations of software and hardware, as will be appreciated by the skilled artisan. Generally, the video and audio router 305 handles the routing of output data, including video and audio

content, between gaming machines 105a-105d in the system 300. That is, when it is determined that one of the gaming machines 105a-105d is to deliver such multimedia data to another one of the gaming machines 105a-105d, the sending or remote gaming machine can stream rendered output audio or video data to the video and audio router 305 for delivery to the requesting or local gaming machine. Such video and audio content can be stored in any suitable storage medium, including storage mediums 205a-205d with other data described above with respect to FIG. 2.

In FIG. 3, in the system 300, rather than provide a particular location record at each gaming machine 105a-105d, a single location record 210 is stored at a suitable storage medium coupled to video and audio router 305, or at another suitable storage medium in such a central location. In this embodiment, location record 210 serves as a "master" location record, containing all of the information of location records 210a-210d of system 200. Thus, each gaming machine 105a-105d accesses the single location record 210 to determine the location of game applications and possibly other information regarding those game applications in system 300.

In FIG. 3, system 300 further includes an interface record 310 also stored, in this embodiment, at a central location such as video and audio router 305. In one embodiment, the interface record 310 defines interface requirements of the particular gaming machines 105a-105d, as well as interface requirements of particular game applications distributed throughout system 300. Examples of interface elements for a gaming machine include hardware of the gaming machine and the software for interacting with and processing output data of the executing game application. Interface elements are described herein, particularly with respect to FIGS. 16-18 below. For example, hardware interface requirements can include resolution and other essentials of a display monitor, lights for required visual effects, audio processing and output needs, information panels, a designation of input devices for interacting with the game such as buttons and switches, and internal hardware requirements such as CPU speed, memory storage capacity, and other specifications. The requirements of these interface elements for a game, as well as the capabilities of a particular gaming machine, can be provided in the interface record. In this way, as described in greater detail below, the interface record can be used to check the compatibility of game applications with gaming machines to ensure that interface requirements are consistent.

In FIG. 3, video and audio router 305, location record 210 and interface record 310 can be implemented in various configurations. In one implementation, the video and audio router 305 is implemented as part of a central server in the gaming system 300. In another embodiment, the video and audio router 305 is a separate stand-alone device coupled in data network 110 in a suitable manner such that the gaming machines 105a-105d can send output data to one another through video and audio router 305. In one implementation, the central server in which video and audio router 305 is implemented also provides for the sending of communications such as request messages and control data between gaming machines in the system 300.

FIG. 4 shows a storage medium 205a of FIG. 2, constructed according to one embodiment of the present invention. In this embodiment, each storage medium 205a-205d contains respective records and other information for use by the associated gaming machine. For instance, in FIG. 4, storage medium 205a, in communication with gaming machine 105a, includes video and audio content components used by game applications situated locally at gaming machine 105a, such as Game App 1. In this embodiment, storage medium 205a

further includes an interface record **310a**, which defines interface requirements of gaming machine **105a** and requirements of game applications stored at gaming machine **105a**, such as Game App **1**. In addition, storage medium **205a**, in this embodiment, includes location record **210a**, described herein, and routing table **215a**, also described herein. In FIG. 4, those skilled in the art will appreciate that the storage of the various data in storage medium **205a**, as shown in FIG. 4, is but only one implementation for storage of such information in gaming systems constructed according to embodiments of the present invention. Such data can be stored in other memory devices and other locations in the gaming systems.

FIG. 5 shows the video and audio content **405** within storage medium **205d**, arranged according to one embodiment of the present invention. In storage medium **205d**, output data **505** associated with Game App **3** is stored in files within a directory structure, as shown. Similarly, output data **510** is stored and associated with Game App **4**. The output data **505** and **510** include multimedia components, including video and audio components as shown. In one embodiment, the video components include MPEG (".mpeg") files, preferably in the MPEG4 format. Also, the output data **505** and **510** include audio .wav files, as shown. Additional data can be stored and associated with any of the game applications, including a payable (".paytable4.dat") for Game App **4**. The payable4.dat file is a data resource defining one or more pay tables for Game App **4**. In FIG. 5, while the multimedia components **505** and **510** of output data are shown as arranged in a directory structure, those skilled in the art should appreciate that other arrangements of such output data are contemplated within the spirit and scope of the present invention.

In FIG. 5, one benefit of the storage and the arrangement of video content for each respective game application is that the same data resources can be used when multiple instances of the particular game application are executed. That is, some of the same .mpeg video files, .wav audio files and other data files can be retrieved and used by more than one instance of the executing game application. This re-use of information minimizes the storage requirements that would otherwise be necessary for executing multiple instances of the same game application.

In FIG. 5, in one embodiment, as shown, the video and audio content files **505** and **510** are pre-rendered; that is, the outcome presentation is generated before the game is requested. In this way, the file can be quickly retrieved and played on a suitable multimedia player provided in the gaming machine. The output data can be streamed to a requesting gaming machine in the system over data network **110** for output on a user interface, such as a monitor or speaker, of the requesting gaming machine. Because the same video and audio content files **505** and **510** are used for multiple instances of the game applications, the same bitmap of an outcome, for example, can be retrieved and output in multiple sets of streamed data, all originating from the single storage medium **205d**. In some embodiments, choices for pre-rendered outcomes are purposely limited so that player selection of wager amounts, paylines, etc. can be matched to available pre-rendered outcomes. In other embodiments, outcomes are generated on-demand, particularly in jurisdictions prohibiting the use of pre-rendered outcomes.

In FIG. 1, any one of the gaming machines **105a-105d** can request the execution of the game application situated on any of the other gaming machines **105a-105d** in the system **100**. When a gaming machine **105a** makes such a request, that gaming machine is referred to herein as a "local" gaming machine. The local gaming machine is the gaming machine with which the player interacts to play a game application

situated on that local gaming machine or situated on a different one of the gaming machines **105b-105d**. A gaming machine on which the game application is executed, but not at which the player is located, is referred to herein as a "remote" gaming machine. Because the systems described herein are hybrids of peer-to-peer systems, in one embodiment, each gaming machine **105a-105d** in the system includes suitable apparatus and methods for serving as both a local gaming machine and a remote gaming machine. In another embodiment, one or more gaming machines in the network are strictly local gaming machines, while others are strictly remote. For example, one or more local gaming machines can be situated on a casino floor or otherwise accessible to a player, while a remote gaming machine or server providing the functions of a remote gaming machine is situated in a back room or other location not accessible to players.

In FIG. 6, the apparatus **600** of a local gaming machine is shown. The local gaming machine **600** includes a processor **605** which can be implemented as part of a master gaming controller, described below. This processor **605** executes certain code using various data, including data stored in a cache memory **610** and parameters stored in a nonvolatile memory **615**. In one implementation, cache memory **610** and nonvolatile memory **615** are parts of a single memory device. In another embodiment, the cache memory **610** is separate from nonvolatile memory **615**, as shown in FIG. 6.

In FIG. 6, a control module sends control data to the remote gaming machine on which the game application is played so that the player of local gaming machine **600** can interact with the game application executing on the remote gaming machine. Therefore, control module **620** is coupled to a player interface of the gaming machine with a suitable input terminal or other controls to receive player input for playing the game, as described below. In one embodiment, as shown, player input, also referred to herein as interaction data, is sent to the remote gaming machine over a control channel of data network **110**.

In FIG. 6, a receiving module **625** receives the streamed output data from the remote gaming machine on which the requested game application is being executed. In one embodiment, receiving module **625** includes an MPEG4 decoder to decode the streamed MPEG files from the streaming channel of data network **110**. A data capture module **630** is provided to receive the decoded data from receiving module **625** and perform screen or frame captures, in some implementations, to gather parameters from the received output data for storage in nonvolatile memory **615**.

As shown in FIG. 6, memory **615** includes several banks **615a-615f** in which the respective parameters are stored. In one implementation, these parameters include credit meter **615c**, bit meter **615d**, bit history **615e**, outcome history **615f** and other settings **615a** and **615b** for the particular game to be played.

One benefit of storing the parameters of the game application at the local gaming machine, even though the game application is being executed on another remote gaming machine, is to provide an audit trail for the game that can be accessed at the particular local gaming machine on which the player plays the game. In one embodiment, these same parameters **615a-f** are also stored at the remote gaming machine on which the game application is being executed. Those skilled in the art will appreciate that additional blocks of memory in nonvolatile memory **615** can be allocated to maintain settings and other parameters for various players and for various game applications.

In another embodiment, the parameters in memory **615** are stored at a central server in addition to or as an alternative to

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the storage of parameters at the remote gaming machine. In one implementation, this central server has a verification check mode that can be invoked as desired, for instance, for jackpots exceeding a certain amount. In the various parameter storage schemes described herein, the parameters can later be reconciled to provide an audit trail for game play on the machines.

In FIG. 6, often the receiving module 625 of local gaming machine 600 will receive other data in addition to the audio and video content being streamed from the executing game application. For example, in some implementations, this data includes a machine ID identifying the remote gaming machine which sent the particular output data, a time stamp designating a time or times at which the output data was sent, and possibly other information, as desired for the particular implementation. This additional data can be sent, in a sub-channel of the video stream, as a component of the output data, or separate from the output data, depending on the desired implementation. The additional data can also be stored in banks of nonvolatile memory 615, as desired for the particular implementation.

FIG. 7 shows the apparatus 700 of a gaming machine operating as a remote gaming machine in any of the gaming systems described herein. In FIG. 7, the remote gaming machine apparatus includes a processor 705 which handles the execution of the various game applications, including multiple instances of those game applications. When an instance of a game application is executed, the game application is loaded into a first memory 710 and executed by processor 705. In one embodiment, as shown in FIG. 2, the game application is retrieved from an external storage medium, for example, one of storage mediums 205a-205d, and loaded into memory 710 for execution. Embodiments of the present invention provide for the execution of multiple instances of the same game application by remote gaming machine 700. For instance, in FIG. 7, first memory 710 shows the execution of three instances of the same gaming application, Game App 1. Those skilled in the art will appreciate that conventional multitasking methods are implemented to provide the execution of multiple applications, within the processing and memory constraints of the remote gaming machine 700.

In FIG. 7, as those instances of Game App 1 are executed, processor 705 interacts with a streaming module 715 to send output data of those executing instances of game applications, for example, including outcomes of the Game App 1 instances, for streaming over data network 110. As described above with respect to FIGS. 4 and 5, the same video and audio content can be used for multiple instances of the same game application. Thus, in one embodiment described with respect to FIG. 7, each instance of Game App 1 will use some of the same audio and video component files, often pre-rendered, for streaming output data to other requesting gaming machines in the system. In some implementations, the choice of audio and video component files for pre-rendering depends on the usage of those components. That is, the most frequently used components or combinations of components are pre-rendered to make the system more efficient. In this implementation, record-keeping is provided to track the usage of game applications and/or the components output as those game applications are executed.

In one embodiment, the selection of pre-rendered output data components is dependent upon player input. For instance, as will be appreciated by those skilled in the art, often the player can interact with a gaming machine to input game parameter selections such as wager amounts, number of pay lines, maximum bet amount, and other configuration data

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for game play. In accordance with one method, pre-rendered output data components are appropriate for certain of these inputs, but not for others. In this method, pre-rendered components that most closely match the inputted selections are delivered to the gaming machine to be displayed. Also, in some implementations, the choices of game parameters offered to the player may be limited to selections that will be appropriate for the pre-rendered components.

As multiple instances of certain game applications are played, it is inevitable that certain game applications will not be played, for instance, due to unpopularity of that game. In one embodiment, a method is provided to delete those unused game application instances when some predetermined criteria is satisfied. For instance, when no requests for a particular game application or instance of the game application are received for a predetermined length of time, or from a predetermined number of game requests, that game application is marked for deletion. In this embodiment, the method provides for tracking used and unused game applications by maintaining a "use" record which indicates which games have been played, such as a tally, or more detailed information describing the number, date, time, and other information characterizing use of that game application. In one embodiment, the use record is updated each time a game application instance is executed.

In FIG. 7, the apparatus 700 also includes a suitable communications interface 720 for interacting with the appropriate hardware and software of data network 110, any of the gaming machines 105a-105d in peer-to-peer system 200, and/or video and audio router 305 of system 300. In one embodiment, as shown, the communications interface 720 includes several sets of channels for communicating with multiple gaming machines in the peer-to-peer system. Thus, multiple gaming machines can be interacting with remote gaming machine 700 to play instances of the same game application and other game applications. In one embodiment, as shown in FIG. 7, the communications interface 720 includes pairs of streaming channels 725a-c and control channels 730a-c. The output data from streaming module 715 is sent to a particular gaming machine over the data network and/or video and audio router 305 over one of the streaming channels 725a-725c. Control data, as described herein, for interacting with an instance of an executing game application, is received from any of the various gaming machines through data network 110 and/or video and audio router 305 over one of the control channels 730a-730c.

In FIG. 7, in one embodiment, a second memory 735 stores the parameters of the executing instances of game applications, to later be reconciled with parameters stored in the local gaming machines receiving output data from those executing game applications, as described above with respect to FIG. 6. Those skilled in the art will appreciate that the first and second memories 710 and 735 can be implemented in a single memory device internal or external with respect to remote gaming machine apparatus 700.

Implementations of the present invention provide for auditing and game history dispute resolution by storing captured parameters in memory 615 of the local gaming machine 600 and/or memory 735 of the remote gaming machine 700. Several methods of dispute resolution can be performed in accordance with embodiments of the present invention. In one embodiment, at the remote gaming machine, parameters are stored or otherwise captured from frames using techniques described herein and stored in memory 735, when sent to the local gaming machine. As the output data is received at the local gaming machine, parameters are captured from the received frames and stored in outcome history 615f of

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memory 615. The frames are output to the display. When a dispute arises, the parameters stored in memory 735 are compared with those in memory 615. In another embodiment, parameters are provided separate from the frames, but are similarly stored at the remote gaming machine when sent, and also then stored at the local gaming machine when received. The two sets of stored parameters are again compared in a dispute. In yet another embodiment, parameters are only captured at the remote gaming machine. When a dispute arises, the parameters at the remote gaming machine govern the outcome. In yet another embodiment, parameters are only captured at the local gaming machine. When a dispute arises, the parameters at the local gaming machine govern.

FIGS. 8A and 8B show a flow diagram of a method 800 of remote gaming for providing a game of chance, performed in accordance with one embodiment of the present invention. The method 800 begins in step 805 wherein a menu of game applications is displayed on the user interface of one of the gaming machines in a gaming system. Examples of such menus constructed in accordance with embodiments of the present invention are described below. Using such menu, a player can view game applications available to be played on the local and remote gaming machines in the system. The menu can be updated using techniques described below so that certain game applications available to be played are shown, and others are not shown. In addition, in one embodiment, one or more of the displayed menus provide the player with game parameter settings which the player can select for the requested game. The requested game application can be configured according to the selected parameters. The game parameters can include such information as paylines, wager amounts, and a jackpot. For example, in a slot game, the player can be required to specify wagers and paylines. Such selections can be presented in a pull-down menu on the display for the player to select, or on buttons on the machine in real time when the game is generated and played.

In FIG. 8A, in step 810, a player accesses the menu and interacts with the local gaming machine to select one of the displayed game applications on the menu. Generally, such user input is received at an input terminal or other device of the local gaming machine, as described below. In addition, in implementations where game parameters can be specified, the player provides configuration input setting these parameters. In one embodiment, the configuration input is entered by the player. In another embodiment, the configuration input is read from a player tracking card, or retrieved from a server or other suitable storage facility on the network.

In FIG. 8A, in step 815, responsive to receiving the player selection requesting one of the game applications, the processor 605 in local gaming machine 600 determines the location or locations of the requested game application. That is, the local gaming machine 600 determines whether the requested game application is situated at the local gaming machine and at any remote gaming machines in the system. To this end, in step 816, a location record 210, which can be situated at various locations in the gaming system, is accessed to determine whether the requested game application is located at the local gaming machine or, if not, what remote gaming machines have the application.

In step 816, according to one embodiment, a location record 210 as shown in FIG. 9 is implemented. The location record 210 identifies four game applications in region 905, and the corresponding locations of copies of those game applications in region 910. Those skilled in the art should appreciate that location record 210 can be tailored as desired for the particular gaming system implementation. In one example, as shown in FIG. 9, there are four game applications

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which can be accessed from the particular local gaming machine 600. In this example, gaming machine 105a is the local gaming machine, and gaming machine 105b-105d are considered remote gaming machines. As shown in FIG. 9, Game App 1 is located at local gaming machine 105a and at remote gaming machine 105c. Game App 2 is located at remote gaming machines 105b and 105c. Game App 3 is located at remote gaming machine 105d, and Game App 4 is located at remote gaming machines 105c and 105d.

In FIG. 9, in one embodiment, the availability of instances of the respective game applications at the various gaming machines is also shown in region 910. The availability of instances of a particular game application can be recorded in the location record 210 by integrating such information from a status message described below, in one embodiment. The availability of instances of one or more game applications at a particular gaming machine can be governed by several factors, described below. By providing such information, in one embodiment, rather than using a routing table, described below, a rule can be implemented for processor 605 in local gaming machine to request the desired game application from the gaming machine having the most instances, or at the nearest network node, or having the least amount of network traffic, or other criteria. Other embodiments constructed in accordance with the present invention provide different rules for the use of location record 210.

Returning to step 816 in FIG. 8A, it is determined whether the requested game application is available at the local gaming machine and, if not, any remote gaming machines having copies of the requested game application, using location record 210 of FIG. 9. Generally, when the requested game application is present at the local gaming machine, the local copy of the game application will be executed rather than requesting execution of the game application at remote gaming machines in the network.

In FIG. 8A, when the requested game application is not at the local gaming machine, in step 817, a routing table is accessed to identify an appropriate one of the remote gaming machines having the requested game application, as indicated by the location record. When a particular remote gaming machine is identified, the method 800 proceeds to step 820 in which interface requirements of the requested game application are identified. In step 825, the identified game application interface requirements are checked for compatibility with the interface of the local gaming machine. In steps 820 and 825, in one embodiment, an interface record 310 can provide the necessary information and be used to make the determination of step 825.

FIG. 10 shows an interface record 310 constructed according to one embodiment of the present invention is shown. In interface record 310, a first region 1005 lists the interface requirements of one or more gaming machines in the network. In one implementation, an interface record 310 is maintained by each gaming machine in the system. In this implementation, the gaming machine interface requirements in region 1005 simply include one set of data defining the interface requirements for that particular gaming machine. In another implementation, as shown in FIG. 10, an interface record 310 provides a central location for interface requirements of all of the gaming machines in the system, as well as the requirements of particular game applications. Thus, in FIG. 10, in region 1005, a separate file or set of data defining the resources available of each gaming machine in the system is provided. For example, each set of interface requirements may define input buttons, display requirements, browsing interface, progressive capability, CPU speed, memory available, hard disk space available, pay lines, denominations, and

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other specifications as described herein for each gaming machine in the system. In region **1010** of interface record **310**, individual files or sets of data are maintained for each game application available in the gaming system. Each set of data defines the interface requirements for that particular game application to be properly output on any gaming machine for game play. Thus, as shown in FIG. **10**, a separate set of data providing such requirements is maintained for each game application. A particular set of data defining interface requirements of a game application can include input button requirements, pay line requirements, denominations, pay table percentages, bit levels, particular game display requirements, such as poker games versus slot games, interface, progressive capability, CPU speed, memory available, hard disk space available, and other information. Essentially the game application interface requirements can be defined to include any particular requirements of a gaming machine for the application to be properly output, and any game requirements specific to that game for proper game play.

Returning to step **820** in FIG. **8A**, the interface record **310** is used to identify the particular interface requirements, in region **1010**, associated with the requested game application such as Game App **1**. In step **825**, then it is determined whether the identified interface requirements of Game App **1** are compatible with the interface and resources capability of the local gaming machine where the player is located, such as gaming machine **105a** in FIG. **1**. When the Game App **1** interface requirements are indeed compatible with the interface of gaming machine **105a**, the method **800** proceeds to step **830**. In step **825**, when the respective requirements are not compatible with one another, in step **827**, an error message is sent to or within the local gaming machine indicating that the interface requirements of the game application and the gaming machine were incompatible.

In one embodiment, steps **820** and **825** of method **800** are performed separately, that is, off-line with respect to the player providing user input to select game applications. In this way, when the respective interface requirements are incompatible, the game application can be removed from the menu of game applications presented to the player in step **805**. Thus, in this situation, the user would not have to experience the error message after requesting game play. Also, in another embodiment, the location record **210** and/or routing table **215** can be updated accordingly, so that game applications incompatible with certain gaming machines are not listed as being available to interact with one another in those records.

In step **830**, when the interface requirements are compatible, it is determined whether the requested game application is available for execution on the remote gaming machines identified in step **817**. A number of factors can be taken into consideration in determining step **830**, including jurisdictional regulations for the jurisdiction in which gaming machines are located, licensing requirements associated with the gaming machines and game applications and imposed on a casino or other facility in which the gaming machines are situated, computational capacity, including processor and memory availability on the gaming machine where the requested application is to be executed, and other factors as desired for the particular implementation. Any one of these factors can serve to limit the number of instances of game applications executing on the remote gaming machine and, hence, prohibit execution of a further instance of a game application in step **830**. The various factors and determinations of step **830** are described in greater detail below with respect to FIG. **12**.

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In step **830**, when the requested game application is available, the method **800** proceeds to step **840**, described below. In step **830**, when the requested game application is unavailable on that gaming machine, the method **800** proceeds to step **835** to identify another remote gaming machine having the requested game application. In one embodiment, a routing table **215**, as mentioned above and described in greater detail below, is accessed to determine the proper remote gaming machine to request execution of the desired game application.

FIG. **11** shows a routing table **215** for a particular gaming machine, constructed according to one embodiment of the present invention. The routing table can be implemented in several ways. In one implementation, the routing table for a particular gaming machine lists in region **1105** the other gaming machines in the network by network distance. That is, the list begins with the closest gaming machine in the system, followed by the next closest gaming machine, and concludes with the furthest gaming machine. In one implementation, a corresponding network address for each gaming machine in region **1105** is shown in region **1110**. In one example, the sequence of gaming machines listed in region **1105** is arranged according to the minimum number of nodes to be traversed in a network to reach that gaming machine. That is, the gaming machine having the minimum number of nodes is listed as the first item in the list, and the gaming machine having the highest number of nodes to traverse is at the bottom of the list in region **1105**. In another implementation, the list in region **1105** is arranged according to the most recent gaming machine to report availability of a requested game application. Such a report can be made in a status message broadcast to the gaming machines in the system, as described below.

In FIG. **11**, in one embodiment, regardless of how the sequence of gaming machines in region **1105** is arranged, the processor **605** of the local gaming machine can access names of gaming machines in the list and send request message to those gaming machines, one by one, until a gaming machine responds that the requested application is available for execution.

In FIG. **8A**, in step **835**, in one embodiment, a request message is sent to successive gaming machines in list **1105** of routing table **215**, requesting: (1) whether the gaming machine has the particular requested game application, and (2) if so, whether the requested game application is available to execute, that is, the same availability determination described above with respect to **830**. In another embodiment, the routing table **215** of FIG. **11** is using conjunction with location record **210** of FIG. **9** to determine: (1) the gaming machines at which the requested game application is located, using regions **905** and **910** of location record **210**, and then, cross-referencing the routing table **215** of FIG. **11** to determine which of those gaming machines having the requested game application are closest to the local gaming machine or otherwise higher in the list shown in region **1105**. And in yet another embodiment, rather than use the routing table **215** of FIG. **11**, the location record **210** of FIG. **9** is used to determine which remote gaming machine has the most instances available of the particular requested game application. The remote gaming machine having the highest number of available instances is contacted, and that remote gaming machine will then perform the method of step **830** to determine whether the requested game application is indeed available for execution at that time.

In FIG. **8A**, in step **835**, when no remote gaming machines have the requested game application, an error message is sent in step **827**, and the method **800** returns to step **805**. In steps **830** and **835**, when a remote gaming machine is identified,

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having availability to execute the requested game application, the method proceeds to step **840**.

In step **840** of FIG. **8A**, when it is determined that an instance of the requested game application is available for execution on one of the remote gaming machines, an instance of the requested game application is conditionally reserved for the local gaming machine. To this end, the remote gaming machines having the requested game application can broadcast a status message described below, or otherwise indicate to other gaming machines in the system that that remote gaming machine has 1 fewer instances available at that point in time. Preferably, the remote gaming machine having the requested game application also allocates appropriate processor and memory capacity for execution of the conditionally reserved game application.

In step **845** of FIG. **8A**, the method **800** waits for the player to press a button or, otherwise, for the local gaming machine to select the conditionally reserved game application to begin game play. In one embodiment, such a selection is communicated from local gaming machine **600** to the remote gaming machine having the requested game application using control module **620** of FIG. **6** to send the selection. In step **847**, when a selection is not made, generally after a predetermined amount of time, the reservation of the requested game application is released and the method returns to step **805**. This outcome of step **845** addresses situations where a player changes his mind or for some other reason chooses not to play the conditionally reserved game application. In such situations, it is beneficial to set a predetermined time, such as several minutes, after which the conditional reservation is released so other gaming machines in the system can access the game application. And this way, the system operates at higher efficiency. In addition, any data associated with the reserved instance is preferably erased so that the information does not continue to reside on a storage medium. Thus, timed-out games are not recoverable.

In step **845** of FIG. **8A**, when the reserved game application is selected, the method **800** proceeds to step **850**. In step **850** of FIG. **8B**, the conditionally reserved instance of the requested game application is executed on a processor within the gaming controller of the remote gaming machine, as shown in FIG. **7**. In step **855** of FIG. **8B**, in one embodiment, processor **705** interacts with streaming modules **715** to retrieve and output any generic game play components from video and audio content storage **405** or another suitable storage medium for output to the local gaming machine over one of streaming channels **725a-725c**. "Generic" component refers to video and/or audio files which can be used, regardless of the particular outcomes to present in the executed game application. Examples of such generic game play components include video of spinning reels, card shuffling, desktop layout, user interface and menu, screen background, casino logo, and other common game of chance occurrences. Because of their generic nature, such components can be pre-stored in memory and retrieved as needed during execution of various game applications. By contrast, "non-generic" component refers to video and audio outputs which are specific to the outcomes to be presented in a particular game. Non-generic game play components are generally output by the executing game application rather than being pre-stored and/or pre-rendered. During execution of a typical game, the stream of output data received at the gaming machine and presented on the display and speakers includes interspersed generic and non-generic components.

In alternative embodiments, generic multimedia components are stored at a central data storage medium in the system, or at the local gaming machine. In this way, immediately

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after a player selects the conditionally reserved game application for execution, the player begins receiving output associated with game play. This immediate output of generic game play components ensures that the player's interest level is sustained and enhances the excitement of the gaming experience. In addition, in step **855**, the immediate output of generic game play components can mask any latency which may occur while game outcomes and other game output is generated before being sent to the local gaming machine.

In step **860** of FIG. **8B**, at about the time the generic game play components are output, the conditionally reserved game application is executed to generate outcomes and other output data for delivery to the local gaming machine. Such output data, also referred to herein as non-generic components and data, are generated by processor **705** interacting with streaming module **715** of remote gaming machines **700**, retrieving video and audio content components **405** as needed. This non-generic output data is sent from streaming module **715** through communications interface **720** to the local gaming machine over the appropriate network apparatus, depending on the desired implementation. As mentioned above, the video and audio content components **405** can include individual files of video and audio data to be output on the local gaming machine. In addition, streaming module **715** preferably embeds any suitable authentication information, such as a digital signature, in one or more frames of the output data. Also, any game parameters can be embedded in one or more frames, as described above, for delivery to the remote gaming machine.

In step **865** of FIG. **8B**, the receiving module **625** of local gaming machine **600** receives the output data over the streaming channel. In one embodiment, receiving module **625** includes an MPEG-4 decoder or other suitable decoder to decode video and audio data received over the streaming channel. In step **867**, preferably the output data is authenticated according to the digital signature or other authentication information embedded in the frames of output data. Such authentication provides security and prevents re-use of delivered outcomes in the output data.

In step **870** of FIG. **8B**, data capture module **630** of local gaming machine **600** captures parameters associated with the executing game application from the output data received and decoded by receiving module **625**. In one implementation, these parameters are embedded in screens or frames of the video content of the output data. Such parameters can be captured using image recognition and capture techniques such as those described in commonly assigned and co-pending U.S. patent application Ser. No. 10/758,828, entitled "Frame Capture of Actual Game Play," filed Jan. 15, 2004, which is hereby incorporated by reference. In step **875**, the captured parameters are stored in nonvolatile memory **615**, as shown in FIG. **6**. The parameters can include various settings as described above. In another implementation, game parameters are generated at the service and embedded into one of the sub-channels of the streaming channel. These metadata are extracted (captured) at the destination gaming machine's gaming controller.

In FIG. **8B**, the method **800** proceeds from step **875** to step **877**, where outcomes are cached in cache memory **610** of local gaming machine **600**. Such caching of outcomes before output to the player of local gaming machine **600** helps to minimize the perceived effect of network delays. In step **880**, the output data received by receiving module **625** is output on the interface, e.g., display of the local gaming machine for the user. In step **885**, the user can respond to the output data and interact with the local gaming machine to play the executing game application on the remote gaming machine. In step **890**,

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the player inputs are captured. In step 895, the inputs are routed to the game executing processor via the control channel. After step 895, the method returns to step 850. In one embodiment, as shown in FIG. 6, a control module 620 receives user input, and other control signals. Control module 620 sends the signals to the remote gaming machine using an appropriate communications interface 635 coupled to the data network. Using control module 620, the user is unable to interact with the game application executing on the remote gaming machine.

FIG. 12 shows a flow diagram of a method 830 for determining whether a requested game application is indeed available for execution on a particular remote gaming machine, corresponding to step 830 of FIG. 8A, performed in accordance with one embodiment of the present invention. In step 1205, the request message from the local gaming machine for the particular game application is received at the remote gaming machine. In step 1210, the remote gaming machine checks to determine whether instances of the requested game application are already being executed at that remote gaming machine. When no other instances are being executed, the method 830 proceeds to step 1220, described below.

In step 1210, when instances of the requested game application are being executed, the method 830 proceeds to step 1215 to determine whether another instance of the requested game application can be executed. In one embodiment, a predetermined maximum number of instances of the particular game application is defined. This maximum can be set as desired for the particular implementation. In one implementation, licensing requirements imposed on the casino dictate that only a certain maximum number of instances of the game application can be executed at a given time. Also, jurisdictional regulations imposed on the jurisdiction in which the gaming machine is situated can be factored in to set this maximum. In step 1215, other factors can be taken into account to determine the maximum number of instances of the game application. Also, in one embodiment, preferably one copy, i.e. instance of the requested game application is always reserved for players who wished to play the game application on the remote gaming machine at which the game application is situated. In this way, a player who interfaces directly with the remote gaming machine will always be provided with game applications stored on that remote gaming machine. In such an embodiment, the predetermined maximum of step 1215 can be reduced by one or more counts of the instances to be reserved for direct game play at that remote gaming machine.

In step 1215 of FIG. 12, when there are fewer game application instances than the predetermined maximum, the method 830 proceeds to step 1220 in which it is determined whether there are sufficient processor and memory capacity to execute a new instance of the game application. For example, the processor and/or memory may already be occupied by instances of the requested game application and instances of other game applications being executed. The determination step 1220 ensures that there is sufficient processor availability and memory to execute an instance of the requested game application without a significant performance hindrance. As those skilled in the art will appreciate, the quantification of available processor and memory capacity will depend greatly on the particular implementation, including the particular processor and memory hardware installed in the gaming machine, as well as the computational demands of the particular game applications.

In step 1220 of FIG. 12, when there are fewer game application instances than the maximum (step 1215), and there are sufficient processor and memory capacity (step 1220), the

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method 830 proceeds to step 1230, wherein the new instance of the game application can be executed in accordance with method 800 of FIGS. 8A and 8B, described above.

In step 1215 and 1220 of FIG. 12, when the predetermined maximum has been reached, and/or there are insufficient processor and/or memory capacity, the method 830 proceeds to step 1225 in which a status message is sent to the local gaming machine. This status message, in step 1225, generally indicates that another instance of the requested game application cannot be executed for some reason. For example, following step 1215, the status message would indicate that the maximum number of instances of the requested game application are already in progress. Or, following step 1220, the status message would indicate that there are insufficient computational resources to execute a new instance of the requested game application.

In FIG. 12, those skilled in the art should appreciate that the sequence of determining steps 1210-1220 represents one possible implementation of methods for determining availability of a requested game application, performed in accordance with embodiments of the invention. Steps 1210-1220 can be performed in any sequence, and one or more of the steps can be omitted if desired. Other factors important to determining whether to allow the execution of a requested game application at a remote gaming machine can be considered. Alternatively, in one embodiment, two or more of the steps 1210-1220 are performed concurrently following step 1205.

FIG. 13 shows a status message 1300 sent by a remote gaming machine in step 1225 of FIG. 12, according to one embodiment of the present invention. In one embodiment, the status message sent by a particular remote gaming machine is broadcast to all of the gaming machines in the gaming system. In another embodiment, the status message is simply sent to the one local gaming machine requesting the game application. As shown in FIG. 13, in one implementation, the status message 1300 provides a listing of game applications situated on the particular remote gaming machine, in this example, Game App 1, Game App 2 and Game App 3. This list is provided in region 1305 of status message 1300. In another region 1310 of status message 1300, information describes the availability of each game application at the time the status message is sent. For instance, when status message 1300 is sent, three instances of Game App 1 are available, two instances of Game App 3 are available, and Game App 2 is unavailable at the remote gaming machine which sends message 1300. In one embodiment, mentioned above with respect to FIG. 9, the status message can be interpreted by the gaming machines which receive that status message to update location records 210 and routing tables 215. For example, the number of instances of a particular game application can be listed in the record 210, and updated accordingly.

FIG. 14 shows a menu displayed on a user interface of the local gaming machine, provided according to one embodiment of the present invention. As shown, the menu 1400 can list any number of various game applications, for example, poker, electronic slots, bingo, black jack, and other games of chance on the system which can be played using that local gaming machine. Unknown to the player, one or more of the listed game applications in menu 1400 can be physically located on another gaming machine, that is, a remote gaming machine, in the gaming system. For example, in FIG. 14, unknown to the user, Game App 1 and Game App 2 are stored locally on the local gaming machine, while Game App 3 and Game App 4 are stored remotely on different gaming machines in the system. On the interface, when the player

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selects one of the graphical buttons **1405** associated with a particular game applications, the methods described above are initiated.

In FIG. **15**, the menu **1400** is shown following an update performed responsive to the methods described above with respect to FIGS. **8** and **12**. In this example, Game App **4**, as shown in FIG. **14**, has been removed from menu **1400**. This is because, for example, following the determination as to interface compatibility in steps **820** and **825** of FIG. **8A**, or the determination of requested game application unavailability, in step **830** of FIGS. **8** and **12**, it is determined that another instance of Game App **4** cannot be executed. In this example, a status message **1300** was sent to the local gaming machine from the remote gaming machine on which Game App **4** was stored. In this embodiment, responsive to receiving the status message, the local gaming machine updated the menu **1400** to remove Game App **4** from the list. In this way, a player of the local gaming machine would preferably not see Game App **4** in the menu. In this way, the player would be spared the frustration of selecting Game App **4** to play, only to later discover that this desired game application was unavailable.

In one embodiment, a failsafe mechanism is implemented in a gaming system constructed according to one embodiment of the present invention. This failsafe mechanism provides a method for maintaining remote game play on a particular remote gaming machine when a network error or other malfunction occurs, hindering further remote game play using that particular remote gaming machine. In this embodiment, using a routing table and/or location table described above, a further one of the remote gaming machines having the game application is identified, applying the methods described above with respect to FIGS. **8** and **12**. When it is confirmed that a further instance of the requested game application can be executed on the identified remote gaming machine, execution begins, and remote game play is transferred from the remote gaming machine on which game play was initiated to the newly identified remote gaming machine. This transfer step involves communicating a status of the game application from the newly identified remote gaming machine. In one embodiment, the communication of this status information includes providing one or more parameters stored in memory **615** of the local gaming machine to the newly identified remote gaming machine. In another embodiment, the parameters are retrieved from another storage location on the network, such as the original remote gaming machine, and provided to the newly identified remote gaming machine. Other status information facilitating a transfer of remote game play execution can be transferred, as will be appreciated by those skilled in the art.

In addition to the techniques described herein, techniques for the transfer of game play from one gaming machine to another are described in U.S. patent application Ser. No. 11/224,814, filed concurrently herewith, for METHOD AND SYSTEM FOR INSTANT-ON GAME DOWNLOAD, which is hereby incorporated by reference. Such techniques are considered within the spirit and scope of the present invention, and are particularly beneficial to provide the user with a near-continuous game play experience in the unlikely circumstance of network failure or other error that might otherwise hinder remote game play.

One example of a gaming system, also referred to herein as a gaming network, that may be used to implement methods performed in accordance with embodiments of the invention is depicted in FIG. **16**. Gaming establishment **1601** could be any sort of gaming establishment, such as a casino, a card room, an airport, a store, etc. In this example, gaming network

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1677 includes more than one gaming establishment, all of which are networked to game server **1622**.

Here, gaming machine **1602**, and the other gaming machines **1630**, **1632**, **1634**, and **1636**, include a main cabinet **1606** and a top box **1604**. The main cabinet **1606** houses the main gaming elements and can also house peripheral systems, such as those that utilize dedicated gaming networks. The top box **1604** may also be used to house these peripheral systems.

The master gaming controller **1608** controls the game play on the gaming machine **1602** according to instructions and/or game data from game server **1622** or stored within gaming machine **1602** and receives or sends data to various input/output devices **1611** on the gaming machine **1602**. In one embodiment, master gaming controller **1608** includes processor(s) and other apparatus of the gaming machines described above in FIGS. **6** and **7**. The master gaming controller **1608** may also communicate with a display **1610**.

A particular gaming entity may desire to provide network gaming services that provide some operational advantage. Thus, dedicated networks may connect gaming machines to host servers that track the performance of gaming machines under the control of the entity, such as for accounting management, electronic fund transfers (EFTs), cashless ticketing, such as EZPay™, marketing management, and data tracking, such as player tracking. Therefore, master gaming controller **1608** may also communicate with EFT system **1612**, EZPay™ system **1616** (a proprietary cashless ticketing system of the present assignee), and player tracking system **1620**. The systems of the gaming machine **1602** communicate the data onto the network **1622** via a communication board **1618**.

It will be appreciated by those of skill in the art that embodiments of the present invention could be implemented on a network with more or fewer elements than are depicted in FIG. **16**. For example, player tracking system **1620** is not a necessary feature of the present invention. However, player tracking programs may help to sustain a game player's interest in additional game play during a visit to a gaming establishment and may entice a player to visit a gaming establishment to partake in various gaming activities. Player tracking programs provide rewards to players that typically correspond to the player's level of patronage (e.g., to the player's playing frequency and/or total amount of game plays at a given casino). Player tracking rewards may be free meals, free lodging and/or free entertainment.

Moreover, DCU **1624** and translator **1625** are not required for all gaming establishments **1601**. However, due to the sensitive nature of much of the information on a gaming network (e.g., electronic fund transfers and player tracking data) the manufacturer of a host system usually employs a particular networking language having proprietary protocols. For instance, 10-20 different companies produce player tracking host systems where each host system may use different protocols. These proprietary protocols are usually considered highly confidential and not released publicly.

Further, in the gaming industry, gaming machines are made by many different manufacturers. The communication protocols on the gaming machine are typically hard-wired into the gaming machine and each gaming machine manufacturer may utilize a different proprietary communication protocol. A gaming machine manufacturer may also produce host systems, in which case their gaming machine are compatible with their own host systems. However, in a heterogeneous gaming environment, gaming machines from different manufacturers, each with its own communication protocol, may be connected to host systems from other manufacturers, each with another communication protocol. Therefore, communi-

cation compatibility issues regarding the protocols used by the gaming machines in the system and protocols used by the host systems must be considered.

A network device that links a gaming establishment with another gaming establishment and/or a central system will sometimes be referred to herein as a "site controller." Here, site controller **1642** provides this function for gaming establishment **1601**. Site controller **1642** is connected to a central system and/or other gaming establishments via one or more networks, which may be public or private networks. Among other things, site controller **1642** communicates with game server **1622** to obtain game data, such as ball drop data, bingo card data, etc.

In the present illustration, gaming machines **1602**, **1630**, **1632**, **1634** and **1636** are connected to a dedicated gaming network **1622**. In general, the DCU **1624** functions as an intermediary between the different gaming machines on the network **1622** and the site controller **1642**. In general, the DCU **1624** receives data transmitted from the gaming machines and sends the data to the site controller **1642** over a transmission path **1626**. In some instances, when the hardware interface used by the gaming machine is not compatible with site controller **1642**, a translator **1625** may be used to convert serial data from the DCU **1624** to a format accepted by site controller **1642**. The translator may provide this conversion service to a plurality of DCUs.

Further, in some dedicated gaming networks, the DCU **1624** can receive data transmitted from site controller **1642** for communication to the gaming machines on the gaming network. The received data may be, for example, communicated synchronously to the gaming machines on the gaming network.

Here, CVT **1652** provides cashless and cashout gaming services to the gaming machines in gaming establishment **1601**. Broadly speaking, CVT **1652** authorizes and validates cashless gaming machine instruments (also referred to herein as "tickets" or "vouchers"), including but not limited to tickets for causing a gaming machine to display a game result and cash-out tickets. Moreover, CVT **1652** authorizes the exchange of a cashout ticket for cash. These processes will be described in detail below. In one example, when a player attempts to redeem a cash-out ticket for cash at cashout kiosk **1644**, cash out kiosk **1644** reads validation data from the cashout ticket and transmits the validation data to CVT **1652** for validation. The tickets may be printed by gaming machines, by cashout kiosk **1644**, by a stand-alone printer, by CVT **1652**, etc. Some gaming establishments will not have a cashout kiosk **1644**. Instead, a cashout ticket could be redeemed for cash by a cashier (e.g. of a convenience store), by a gaming machine or by a specially configured CVT.

Turning to FIG. 17, more details of gaming machine **1602** are described. Machine **1602** includes a main cabinet **4**, which generally surrounds the machine interior (not shown) and is viewable by users. The main cabinet **4** includes a main door **8** on the front of the machine, which opens to provide access to the interior of the machine. Attached to the main door are player-input switches or buttons **32**, a coin acceptor **28**, and a bill validator **30**, a coin tray **38**, and a belly glass **40**. Viewable through the main door is a video display monitor **34** and an information panel **36**. The display monitor **34** will typically be a cathode ray tube, high resolution flat-panel LCD, or other conventional electronically controlled video monitor. The information panel **36** may be a back-lit, silk screened glass panel with lettering to indicate general game information including, for example, the number of coins played. The bill validator **30**, player-input switches **32**, video display monitor **34**, and information panel are devices used to

play a game on the game machine **1602**. The devices are controlled by circuitry housed inside the main cabinet **4** of the machine **1602**.

The gaming machine **1602** includes a top box **6**, which sits on top of the main cabinet **4**. The top box **6** houses a number of devices, which may be used to add features to a game being played on the gaming machine **1602**, including speakers **10**, **12**, **14**, a ticket printer **18** which may print bar-coded tickets **20** used as cashless instruments. The player tracking unit mounted within the top box **6** includes a key pad **22** for entering player tracking information, a florescent display **16** for displaying player tracking information, a card reader **24** for entering a magnetic striped card containing player tracking information, a microphone for inputting voice data, a speaker **42** for projecting sounds and a light panel **45** for display various light patterns used to convey gaming information. In other embodiments, the player tracking unit and associated player tracking interface devices, such as **16**, **22**, **24**, **42**, **43** and **44**, may be mounted within the main cabinet **4** of the gaming machine, on top of the gaming machine, or on the side of the main cabinet of the gaming machine.

Understand that gaming machine **1602** is but one example from a wide range of gaming machine designs on which the present invention may be implemented. For example, not all suitable gaming machines have top boxes or player tracking features. Further, some gaming machines have two or more game displays—mechanical and/or video. Some gaming machines are designed for bar tables and have displays that face upwards. Still further, some machines may be designed entirely for cashless systems. Such machines may not include such features as bill validators, coin acceptors and coin trays. Instead, they may have only ticket readers, card readers and ticket dispensers. Those of skill in the art will understand that the present can be deployed on most gaming machines now available or hereafter developed. Moreover, some aspects of the invention may be implemented on devices which lack some of the features of the gaming machines described herein, e.g., workstation, desktop computer, a portable computing device such as a personal digital assistant or similar handheld device, a cellular telephone, etc. U.S. patent application Ser. No. 09/967,326, filed Sep. 28, 2001 and entitled "Wireless Game Player," is hereby incorporated by reference for all purposes.

Returning to the example of FIG. 17, when a user wishes to play the gaming machine **1602**, he or she inserts cash through the coin acceptor **28** or bill validator **30**. In addition, the player may use a cashless instrument of some type to register credits on the gaming machine **1602**. For example, the bill validator **30** may accept a printed ticket voucher, including **20**, as an indicium of credit. As another example, the card reader **24** may accept a debit card or a smart card containing cash or credit information that may be used to register credits on the gaming machine.

During the course of a game, a player may be required to make a number of decisions. For example, a player may vary his or her wager on a particular game, select a prize for a particular game, or make game decisions regarding gaming criteria that affect the outcome of a particular game (e.g., which cards to hold). The player may make these choices using the player-input switches **32**, the video display screen **34** or using some other hardware and/or software that enables a player to input information into the gaming machine (e.g. a GUI displayed on display **16**).

During certain game functions and events, the gaming machine **1602** may display visual and auditory effects that can be perceived by the player. These effects add to the excitement of a game, which makes a player more likely to

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continue playing. Auditory effects include various sounds that are projected by the speakers **10**, **12**, **14**. Visual effects include flashing lights, strobing lights or other patterns displayed from lights on the gaming machine **1602**, from lights behind the belly glass **40** or the light panel on the player tracking unit **44**.

After the player has completed a game, the player may receive game tokens from the coin tray **38** or the ticket **20** from the printer **18**, which may be used for further games or to redeem a prize. Further, the player may receive a ticket **20** for food, merchandise, or games from the printer **18**. The type of ticket **20** may be related to past game playing recorded by the player tracking software within the gaming machine **1602**. In some embodiments, these tickets may be used by a game player to obtain game services.

IGT gaming machines are implemented with special features and/or additional circuitry that differentiate them from general-purpose computers (e.g., desktop PC's and laptops). Gaming machines are highly regulated to ensure fairness and, in many cases, gaming machines are operable to dispense monetary awards of multiple millions of dollars. Therefore, to satisfy security and regulatory requirements in a gaming environment, hardware and software architectures may be implemented in gaming machines that differ significantly from those of general-purpose computers. A description of gaming machines relative to general-purpose computing machines and some examples of the additional (or different) components and features found in gaming machines are described below.

At first glance, one might think that adapting PC technologies to the gaming industry would be a simple proposition because both PCs and gaming machines employ microprocessors that control a variety of devices. However, because of such reasons as 1) the regulatory requirements that are placed upon gaming machines, 2) the harsh environment in which gaming machines operate, 3) security requirements and 4) fault tolerance requirements, adapting PC technologies to a gaming machine can be quite difficult. Further, techniques and methods for solving a problem in the PC industry, such as device compatibility and connectivity issues, might not be adequate in the gaming environment. For instance, a fault or a weakness tolerated in a PC, such as security holes in software or frequent crashes, may not be tolerated in a gaming machine because in a gaming machine these faults can lead to a direct loss of funds from the gaming machine, such as stolen cash or loss of revenue when the gaming machine is not operating properly.

For the purposes of illustration, a few differences between PC systems and gaming systems will be described. A first difference between gaming machines and common PC based computers systems is that gaming machines are designed to be state-based systems. In a state-based system, the system stores and maintains its current state in a non-volatile memory, such that, in the event of a power failure or other malfunction the gaming machine will return to its current state when the power is restored. For instance, if a player was shown an award for a game of chance and, before the award could be provided to the player the power failed, the gaming machine, upon the restoration of power, would return to the state where the award is indicated. As anyone who has used a PC, knows, PCs are not state machines and a majority of data is usually lost when a malfunction occurs. This requirement affects the software and hardware design on a gaming machine.

A second important difference between gaming machines and common PC based computer systems is that for regulatory purposes, the software on the gaming machine used to

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generate the game of chance and operate the gaming machine has been designed to be static and monolithic to prevent cheating by the operator of gaming machine. For instance, one solution that has been employed in the gaming industry to prevent cheating and satisfy regulatory requirements has been to manufacture a gaming machine that can use a proprietary processor running instructions to generate the game of chance from an EPROM or other form of non-volatile memory. The coding instructions on the EPROM are static (non-changeable) and must be approved by a gaming regulators in a particular jurisdiction and installed in the presence of a person representing the gaming jurisdiction. Any changes to any part of the software required to generate the game of chance, such as adding a new device driver used by the master gaming controller to operate a device during generation of the game of chance can require a new EPROM to be burnt, approved by the gaming jurisdiction and reinstalled on the gaming machine in the presence of a gaming regulator. Regardless of whether the EPROM solution is used, to gain approval in most gaming jurisdictions, a gaming machine must demonstrate sufficient safeguards that prevent an operator of a gaming machine from manipulating hardware and software in a manner that gives them an unfair and some cases an illegal advantage. The code validation requirements in the gaming industry affect both hardware and software designs on gaming machines.

A third important difference between gaming machines and common PC based computer systems is the number and kinds of peripheral devices used on a gaming machine are not as great as on PC based computer systems. Traditionally, in the gaming industry, gaming machines have been relatively simple in the sense that the number of peripheral devices and the number of functions the gaming machine has been limited. Further, in operation, the functionality of gaming machines were relatively constant once the gaming machine was deployed, i.e., new peripherals devices and new gaming software were infrequently added to the gaming machine. This differs from a PC where users will go out and buy different combinations of devices and software from different manufacturers and connect them to a PC to suit their needs depending on a desired application. Therefore, the types of devices connected to a PC may vary greatly from user to user depending in their individual requirements and may vary significantly over time.

Although the variety of devices available for a PC may be greater than on a gaming machine, gaming machines still have unique device requirements that differ from a PC, such as device security requirements not usually addressed by PCs. For instance, monetary devices, such as coin dispensers, bill validators and ticket printers and computing devices that are used to govern the input and output of cash to a gaming machine have security requirements that are not typically addressed in PCs. Therefore, many PC techniques and methods developed to facilitate device connectivity and device compatibility do not address the emphasis placed on security in the gaming industry.

To address some of the issues described above, a number of hardware components, software components and architectures are utilized in gaming machines that are not typically found in general purpose computing devices, such as PCs. These hardware/software components and architectures, as described below in more detail, include but are not limited to watchdog timers, voltage monitoring systems, state-based software architecture and supporting hardware, specialized communication interfaces, security monitoring and trusted memory.

A watchdog timer is normally used in IGT gaming machines to provide a software failure detection mechanism. In a normally operating system, the operating software periodically accesses control registers in the watchdog timer subsystem to “re-trigger” the watchdog. Should the operating software fail to access the control registers within a preset timeframe, the watchdog timer will timeout and generate a system reset. Typical watchdog timer circuits contain a loadable timeout counter register to allow the operating software to set the timeout interval within a certain range of time. A differentiating feature of the some preferred circuits is that the operating software cannot completely disable the function of the watchdog timer. In other words, the watchdog timer always functions from the time power is applied to the board.

IGT gaming computer platforms preferably use several power supply voltages to operate portions of the computer circuitry. These can be generated in a central power supply or locally on the computer board. If any of these voltages falls out of the tolerance limits of the circuitry they power, unpredictable operation of the computer may result. Though most modern general-purpose computers include voltage monitoring circuitry, these types of circuits only report voltage status to the operating software. Out of tolerance voltages can cause software malfunction, creating a potential uncontrolled condition in the gaming computer. Gaming machines of the present assignee typically have power supplies with tighter voltage margins than that required by the operating circuitry. In addition, the voltage monitoring circuitry implemented in IGT gaming computers typically has two thresholds of control. The first threshold generates a software event that can be detected by the operating software and an error condition generated. This threshold is triggered when a power supply voltage falls out of the tolerance range of the power supply, but is still within the operating range of the circuitry. The second threshold is set when a power supply voltage falls out of the operating tolerance of the circuitry. In this case, the circuitry generates a reset, halting operation of the computer.

The standard method of operation for IGT slot machine game software is to use a state machine. Each function of the game (bet, play, result, etc.) is defined as a state. When a game moves from one state to another, critical data regarding the game software is stored in a custom non-volatile memory subsystem. In addition, game history information regarding previous games played, amounts wagered, and so forth also should be stored in a non-volatile memory device. This feature allows the game to recover operation to the current state of play in the event of a malfunction, loss of power, etc. This is critical to ensure the player’s wager and credits are preserved. Typically, battery backed RAM devices are used to preserve this critical data. These memory devices are not used in typical general-purpose computers.

IGT gaming computers normally contain additional interfaces, including serial interfaces, to connect to specific subsystems internal and external to the slot machine. As noted above, some preferred embodiments of the present invention include parallel, digital interfaces for high-speed data transfer. However, even the serial devices may have electrical interface requirements that differ from the “standard” EIA 232 serial interfaces provided by general-purpose computers. These interfaces may include EIA 485, EIA 422, Fiber Optic Serial, Optically Coupled Serial Interfaces, current loop style serial interfaces, etc. In addition, to conserve serial interfaces internally in the slot machine, serial devices may be connected in a shared, daisy-chain fashion where multiple peripheral devices are connected to a single serial channel.

IGT gaming machines may alternatively be treated as peripheral devices to a casino communication controller and

connected in a shared daisy chain fashion to a single serial interface. In both cases, the peripheral devices are preferably assigned device addresses. If so, the serial controller circuitry must implement a method to generate or detect unique device addresses. General-purpose computer serial ports are not able to do this.

Security monitoring circuits detect intrusion into an IGT gaming machine by monitoring security switches attached to access doors in the slot machine cabinet. Preferably, access violations result in suspension of game play and can trigger additional security operations to preserve the current state of game play. These circuits also function when power is off by use of a battery backup. In power-off operation, these circuits continue to monitor the access doors of the slot machine. When power is restored, the gaming machine can determine whether any security violations occurred while power was off, e.g., via software for reading status registers. This can trigger event log entries and further data authentication operations by the slot machine software.

Trusted memory devices are preferably included in an IGT gaming machine computer to ensure the authenticity of the software that may be stored on less secure memory subsystems, such as mass storage devices. Trusted memory devices and controlling circuitry are typically designed to not allow modification of the code and data stored in the memory device while the memory device is installed in the slot machine. The code and data stored in these devices may include authentication algorithms, random number generators, authentication keys, operating system kernels, etc. The purpose of these trusted memory devices is to provide gaming regulatory authorities a root trusted authority within the computing environment of the slot machine that can be tracked and verified as original. This may be accomplished via removal of the trusted memory device from the slot machine computer and verification of the trusted memory device contents in a separate third party verification device. Once the trusted memory device is verified as authentic, and based on the approval of the verification algorithms contained in the trusted device, the gaming machine is allowed to verify the authenticity of additional code and data that may be located in the gaming computer assembly, such as code and data stored on hard disk drives.

Mass storage devices used in a general-purpose computer typically allow code and data to be read from and written to the mass storage device. In a gaming machine environment, modification of the gaming code stored on a mass storage device is strictly controlled and would only be allowed under specific maintenance type events with electronic and physical enablers required. Though this level of security could be provided by software, IGT gaming computers that include mass storage devices preferably include hardware level mass storage data protection circuitry that operates at the circuit level to monitor attempts to modify data on the mass storage device and will generate both software and hardware error triggers should a data modification be attempted without the proper electronic and physical enablers being present.

Gaming machines used for Class III games generally include software and/or hardware for generating random numbers. However, gaming machines used for Class II games may or may not have RNG capabilities. In some machines used for Class II games, RNG capability may be disabled.

FIG. 18 illustrates an example of a network device that may be configured as a game server for implementing some methods of the present invention. Network device 1860 includes a master central processing unit (CPU) 1862, interfaces 1868, and a bus 1867 (e.g., a PCI bus). Generally, interfaces 1868 include ports 1869 appropriate for communication with the

appropriate media. In some embodiments, one or more of interfaces **1868** includes at least one independent processor and, in some instances, volatile RAM. The independent processors may be, for example, ASICs or any other appropriate processors. According to some such embodiments, these independent processors perform at least some of the functions of the logic described herein. In some embodiments, one or more of interfaces **1868** control such communications-intensive tasks as encryption, decryption, compression, decompression, packetization, media control and management. By providing separate processors for the communications-intensive tasks, interfaces **1868** allow the master microprocessor **1862** efficiently to perform other functions such as routing computations, network diagnostics, security functions, etc.

The interfaces **1868** are typically provided as interface cards (sometimes referred to as "linecards"). Generally, interfaces **1868** control the sending and receiving of data packets over the network and sometimes support other peripherals used with the network device **1860**. Among the interfaces that may be provided are FC interfaces, Ethernet interfaces, frame relay interfaces, cable interfaces, DSL interfaces, token ring interfaces, and the like. In addition, various very high-speed interfaces may be provided, such as fast Ethernet interfaces, Gigabit Ethernet interfaces, ATM interfaces, HSSI interfaces, POS interfaces, FDDI interfaces, ASI interfaces, DHEI interfaces and the like.

When acting under the control of appropriate software or firmware, in some implementations of the invention CPU **1862** may be responsible for implementing specific functions associated with the functions of a desired network device. According to some embodiments, CPU **1862** accomplishes all these functions under the control of software including an operating system and any appropriate applications software.

CPU **962** may include one or more processors **1863** such as a processor from the Motorola family of microprocessors or the MIPS family of microprocessors. In an alternative embodiment, processor **1863** is specially designed hardware for controlling the operations of network device **1860**. In a specific embodiment, a memory **1861** (such as non-volatile RAM and/or ROM) also forms part of CPU **1862**. However, there are many different ways in which memory could be coupled to the system. Memory block **1861** may be used for a variety of purposes such as, for example, caching and/or storing data, programming instructions, etc.

Regardless of network device's configuration, it may employ one or more memories or memory modules (such as, for example, memory block **1865**) configured to store data, program instructions for the general-purpose network operations and/or other information relating to the functionality of the techniques described herein. The program instructions may control the operation of an operating system and/or one or more applications, for example.

Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to machine-readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks; magneto-optical media; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). The invention may also be embodied in a carrier wave traveling over an appropriate medium such as airwaves, optical lines, electric lines, etc. Examples of program instructions include both machine code, such as pro-

duced by a compiler, and files containing higher-level code that may be executed by the computer using an interpreter.

Although the system shown in FIG. **18** illustrates one specific network device of the present invention, it is by no means the only network device architecture on which the present invention can be implemented. For example, an architecture having a single processor that handles communications as well as routing computations, etc. is often used. Further, other types of interfaces and media could also be used with the network device. The communication path between interfaces may be bus based (as shown in FIG. **18**) or switch fabric based (such as a cross-bar).

FIG. **19** shows an interaction diagram of a method of remote gaming for providing a game of chance, performed in accordance with one embodiment of the present invention. In FIG. **19**, the interaction diagram shows the processing occurring at a local gaming machine **1910**, the processing at a remote gaming machine **1920**, and the interaction between the remote and local gaming machines. Certain steps of the interaction diagram **1900** are described above, particularly with respect to FIGS. **8A** and **8B**.

In FIG. **19**, processing on the local gaming machine **1910** begins in step **1925** with displaying a list of games available for play. On the remote gaming machine **1920**, at some time before the player is allowed to select a game, at least portions of the available game applications are generated and, in some instances, pre-rendered in step **1930**. In step **1935**, parameters associated with the game or games are stored in non-volatile RAM. These game parameters can be used to recreate the game in the event of a network failure or other error causing game play to cease. Also, in step **1935**, before streaming begins, preferably game applications are marked with an appropriate status indicator such as "unsent." Also, in step **1935**, a predetermined time limit to delete unused games is set, further described in step **1988** below.

In FIG. **19**, in step **1940**, when a request for a particular game application is received from a player at the local gaming machine, in step **1940**, the appropriate remote gaming machine having the requested game application is located using techniques described above. In step **1945**, after the requested application is identified, the game application is preferably reserved in step **1947**, as described above, on the remote gaming machine. In one embodiment, an acknowledge message confirming the reservation is sent in step **1950** from the remote gaming machine back to the local gaming machine. In step **1955**, the interface of the local gaming machine is configured according to player specifications, such as bet limits, paylines and other information. In one embodiment, this local interface configuration information is read from a player tracking card or otherwise input by the player at the local gaming machine. In step **1960**, the local gaming machine receives a wager amount and initiate game signal from the player. In step **1965**, responsive to the initiate game signal, the local gaming machine requests a game outcome from the remote gaming machine. In some embodiments, this request message, in step **1965**, includes the interface configuration parameters such as wager information and pay lines.

In FIG. **19**, in step **1970**, responsive to the game outcome request message, the remote gaming machine locates a pre-rendered game that meets the received parameters, when possible. Otherwise, in step **1970**, the remote gaming machine begins generating a new game or game outcome. In step **1975**, output data of the game application begins streaming from the remote to the local gaming machine. In some embodiments, the streamed output data includes a header which provides parameters needed to recreate the outcome or

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outcomes in the game output data. In some embodiments, the status of the game is then changed from “unsent” to “pending” status. As output data, including game outcomes, are received at the local gaming machine in step 1980, game outcomes are stored as described above. In step 1982, when

In FIG. 19, in step 1984, responsive to receiving the acknowledge message, the remote gaming machine marks the status of the game application as “played,” or a similar designation indicating that the game has been executed with output(s) sent to the local gaming machine. Then, in step 1986, the length of time that the stored games have been situated at the remote gaming machine is checked against the predetermined time limit of step 1935 to determine whether that time limit has been exceeded. In step 1988, any pre-rendered games that were not used, for which the time limits have expired, can be deleted.

In FIG. 19, on the local gaming machine side, after game outcomes are stored in step 1980, those outcomes can be displayed appropriately in step 1990. The status of the game is marked “played,” at the local gaming machine, and credit meters implemented in non-volatile RAM at the local gaming machine are updated accordingly, in step 1992.

FIG. 20 shows a method 2000 of remote gaming for providing a game of chance, including a scheme for responding to network failures, in accordance with one embodiment of the present invention. In step 2005, communications are established between the local gaming machine and remote gaming machine. After communications are established, in step 2010, streaming of output data from a game application is initiated from the remote gaming machine to the local gaming machine, as described above. The streamed video components of the output data are displayed at the local gaming machine, in step 2015, as described above.

In FIG. 20, in step 2020, an interrupt is detected. This interrupt represents any loss of communications or other interference with communications between the local gaming machine and remote gaming machine. Such an interrupt may often be detected when acknowledgement messages, such as those described above in steps 1950 and 1982 of FIG. 19 are not received at the local gaming machine or remote gaming machine. In some situations, a network interrupt condition, in step 2020, may occur as results are being displayed on the display of the local gaming machine. Thus, in some embodiments, it is beneficial to place recreation game parameters, that is parameters allowing the streamed output data to be recreated, at the head of the stream of output data. In step 2020, in some embodiments, after an interrupt is detected, an attendant request message may be sent to a computer or other data processing device operated by a casino attendant, requesting assistance.

In FIG. 20, in step 2025, the local gaming machine determines whether the outcome of the executing game application has been received. In step 2025, when the outcome has been received, the outcome is displayed and the machine credit meter is updated accordingly (step 2030), in some embodiments. Then, in step 2035, the local gaming machine identifies another gaming machine in the system that can replace the previous remote gaming machine and provide the same game application. Techniques for identifying another suitable remote gaming machine that can play the same game are described above. In step 2040, after an appropriate other remote gaming machine is identified, game play history and parameters received at the local gaming machine are sent to the new remote gaming machine, allowing game play to be

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recreated at the new remote gaming machine. Then, the interaction described above between the local gaming machine and the original remote gaming machine is reinitiated, with the new or second remote gaming machine providing the functionality of the first remote gaming machine, beginning when the interrupt was originally detected in step 2020. Thus, in step 2045 a recreated stream of output data is received at the local gaming machine from the second remote gaming machine. Accordingly, in step 2050, the recreated game outcomes can be displayed at the local gaming machine, and in step 2055, an acknowledge message can be sent back to the second remote gaming machine, indicating that the game has indeed been played. Accordingly, the game play status for that game at the remote gaming machine can be updated to “played” status.

In FIG. 20, returning to step 2025, when an outcome has not yet been received at the local gaming machine after an interrupt is detected, in step 2060, the local gaming machine attempts to locate another gaming machine in the network that has the game that was requested for play. In step 2065, when the game is available on another gaming machine, the local gaming machine interacts with the newly identified remote gaming machine, as described above, to begin streaming the output data from the new remote gaming machine, in step 2070. Returning to step 2065, when the requested game application is not available on any other gaming machines in the network, in step 2075, a notification message is displayed on the display of the local gaming machine, indicating to the player that the requested game application is not available, and preferably, suggesting a similar game to the player.

FIG. 21 shows a method of addressing game history recalls at a gaming machine, performed in accordance with one embodiment of the present invention. In method 2100, game history information preferably stored in non-volatile memory of a local gaming machine and/or remote gaming machine is used to resolve disputes or for auditing purposes. In step 2105, when a dispute arises, a game history request for a previously played game is received. In one embodiment, this request message is received at a server or other data processing device, such as a handheld unit, held by a casino attendant. Responsive to the game history request, in step 2110, the game history parameters associated with the particular game in dispute are located, often in a bank of non-volatile memory at the local gaming machine, and/or remote gaming machine, depending on the desired implementation as described above. In some situations, in step 2115, a game history is unavailable. Such may be the case when the game history of the gaming dispute has been overwritten or otherwise deleted. In these situations, in step 2120, the player and/or the attendant is notified that the dispute cannot be resolved. Returning to step 2115, when the requested game history is available, the method proceeds to step 2125 to determine whether a video history of the received frames of output data of that game are available. When such frames are available, in step 2130, the video history is retrieved and provided as the game history, including the outcomes of that game. This game history can be displayed on the data processing device or operated by casino personnel.

In FIG. 21, returning to step 2125, when the video history is not available, in step 2135, it is determined whether the local gaming machine on which the game was played can recreate the game outcome in dispute, for example, when the game and same parameters are still available on the local gaming machine. When the game can be recreated, in step 2140, the game parameters are retrieved to play back the

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game. Then, in step 2145, the presentation of outcomes is recreated, and displayed on a display of the gaming machine in step 2150.

In FIG. 21, returning to step 2135, when the gaming machine does not have recreation capability, in step 2155, a remote gaming machine with the particular game application and having playback capability to play back the game using the supplied game history parameters is identified, using techniques described above. In many instances, a suitable remote gaming machine is the original remote gaming machine that provided the game that is disputed. When a suitable remote gaming machine or central server that can recreate the game identified, in step 2155, the method proceeds to step 2160, in which the play back parameters are sent to the identified remote gaming machine to recreate the gaming dispute. Then, in step 2165, the game outcome is generated and displayed to resolve the dispute.

Those skilled in the art should understand that methods performed in accordance with embodiments of the present invention can include part or all of method 800 in FIGS. 8A and 8B, part or all of method 1900 in FIG. 19, part or all of method 2000 of FIG. 20, part or all of method 2100 of FIG. 21, and combinations of steps described with respect to the various FIGS. 8A, 8B and 19-21.

The above-described devices and materials will be familiar to those of skill in the computer hardware and software arts. Although many of the components and processes are described above in the singular for convenience, it will be appreciated by one of skill in the art that multiple components and repeated processes can also be used to practice the techniques of the present invention.

Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims.

What is claimed is:

1. A gaming machine comprising:

a storage medium;

an interface configured to communicate with a remote gaming machine over a network;

a controller configured to:

(a) establish communications between the gaming machine and the remote gaming machine through the interface,

(b) initiate a game streaming session with the remote gaming machine in which output data from an instance of a game application is initiated from the remote gaming machine to the gaming machine,

(c) if no interrupt is detected in the game streaming session, display an outcome of the instance of the game application, and

(d) if an interrupt in the game streaming session is detected,

if the outcome of the instance of the game application was determined to be received prior to the interruption in the game streaming session, and

if the received outcome of the instance of the game application was determined to have not been displayed prior to the interruption in the game streaming session, thereafter display a modified outcome of the instance of the game application, said displayed modified outcome being different from the received outcome and said displayed modified outcome being based, at least in part, on the received outcome.

2. The gaming machine of claim 1, wherein the interrupt is a loss of communication between the gaming machine and the remote gaming machine.

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3. The gaming machine of claim 1, wherein the interrupt occurs when an acknowledgement message is not received at least one of:

the gaming machine and the remote gaming machine.

4. The gaming machine of claim 1, wherein the modified outcome of the instance of the game application includes an abbreviated outcome.

5. The gaming machine of claim 1, wherein if the outcome of the instance of the game application has not been received prior to the interruption in the game streaming session, the controller is configured to present a notification to a player of the gaming machine that the game application is not available for play at the gaming machine.

6. The gaming machine of claim 5, wherein the notification includes a suggestion of a similar game.

7. The gaming machine of claim 1, which includes an acceptor and a cashout device, wherein the controller is configured to, if a physical item is received via the acceptor, establish a credit balance based, at least in part, on a monetary value associated with the received physical item, and if a cashout input is received via the cashout device, cause an initiation of any payout associated with the credit balance.

8. A method of operating a gaming system over a data network, the method comprising:

(a) establishing, through a communication interface of a local gaming machine and over the data network, a communication session between the local gaming machine and a remote gaming machine;

(b) initiating, by a controller of the local gaming machine, a game streaming session with the remote gaming machine in which output data from an instance of a game application is initiated from the remote gaming machine to the gaming machine;

(c) if no interrupt is detected in the game streaming session, causing at least one display device of the local gaming machine to display an outcome of the instance of the game application

(d) if an interruption in the game streaming session is detected by the controller of the local gaming machine, if the outcome of the instance of the game application was determined to be received prior to the interruption in the game streaming session, and

if the received outcome of the instance of the game application was determined to not have been displayed prior to the interruption in the game streaming session, thereafter causing the at least one display device of the local gaming machine to display a modified outcome of the instance of the game application, said displayed modified outcome being different from the received outcome and said displayed modified outcome being based, at least in part, on the received outcome.

9. The method of claim 8, wherein the modified outcome includes an abbreviated outcome.

10. The method of claim 8, which includes, if the outcome of the instance of the game application has not been received prior to the interruption in the game streaming session, presenting a notification to the player of the local gaming machine that the game application is not available for play at the local gaming machine.

11. The method of claim 8, wherein a credit balance is increasable based on any award associated with the outcome of the instance of the game application, said credit balance being: (i) increasable via an acceptor of a physical item associated with a monetary value, and (ii) decreasable via a cashout device.

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12. A gaming system comprising:
 a local gaming machine including:
 a storage medium configured to store one or more local
 game applications,
 a local gaming machine interface configured to commu- 5
 nicate with a remote gaming machine over a network,
 and
 at least one local gaming machine display device,
 a local gaming machine controller;
 the remote gaming machine including:
 a storage medium configured to store a remote game
 application, and
 a remote gaming machine interface configured to com- 15
 municate with the local gaming machine over the
 network,
 wherein the local gaming machine controller is configured
 to:
 (a) establish communications between the local gaming
 machine and the remote gaming machine through the 20
 local gaming machine interface and the remote gam-
 ing machine interface,
 (b) initiate a game streaming session with the remote
 gaming machine in which output data from an
 instance of a game application is initiated from the 25
 remote gaming machine to the local gaming machine,
 (c) if no interrupt is detected in the game streaming
 session, display an outcome of the instance of the
 game application, and
 (d) if an interrupt is detected, 30
 if the outcome of the instance of the game application
 was determined to be received prior to the interruption
 in the game streaming session, and

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if the received outcome of the instance of the game
 application was determined to not have been dis-
 played prior to the interruption in the game streaming
 session, thereafter display a modified outcome of the
 instance of the game application, said displayed
 modified outcome being different from the received
 outcome and said displayed modified outcome being
 based, at least in part, on the received outcome.
 13. The gaming system of claim 12, wherein the interrupt is
 a loss of communication between the local gaming machine
 and the remote gaming machine.
 14. The gaming system of claim 12, wherein the interrupt
 occurs when an acknowledgement message is not received at
 the local gaming machine or the remote gaming machine.
 15. The gaming system of claim 12, wherein the modified
 outcome of the instance of the game application
 includes an abbreviated outcome.
 16. The gaming system of claim 12, wherein, if the out-
 come of the instance of the game application has not been
 received prior to the interruption in the game streaming ses-
 sion, the local gaming machine controller is configured to
 present a notification to the player of the gaming machine that
 the game application is not available for play at the gaming
 machine.
 17. The gaming system of claim 12, wherein the local
 gaming machine includes an acceptor and a cashout device,
 and the local gaming machine controller is configured to, if a
 physical item is received via the acceptor, establish a credit
 balance based, at least in part, on a monetary value associated
 with the received physical item, and if a cashout input is
 received via the cashout device, cause an initiation of any
 payout associated with the credit balance.

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